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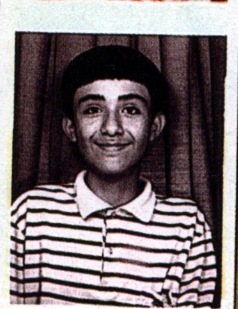
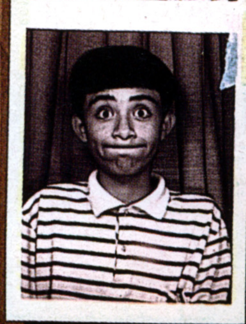
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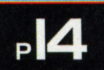
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NINTENDO 64 GROWS UP SOME MORE WITH ITS FIRST ONSLAUGHT OF INSANE VIOLENCE AND DESTRUCTION.

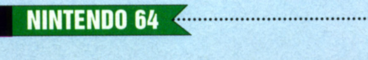
BODY HARVEST

SONY PLAYSTATION

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THIS IS MORE THAN A GAME – IT'S A WAY OF LIFE. AND WE'RE LIVING IT UP, EVERY MINUTE, EVERY SECOND!



NINTENDO 64

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KIDS' GAME FROM THE MAKERS OF *GOLDENEYE*. BUT THE BEST-LOOKING THING ON THE N64 SO FAR, ABSOLUTELY.



SONY PLAYSTATION

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SONY PLAYSTATION

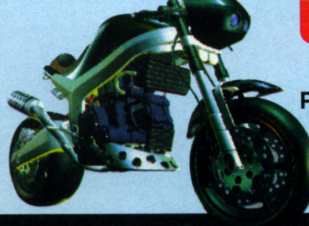
BLASTO

P32 GROUND-BREAKING PLAYSTATION GAME... OR AT LEAST IT WAS. OR, MAYBE IT STILL IS. 3D SCI-FI-O-RAMA INNA CARTOON STYLEE.

SONY PLAYSTATION

ROAD RASH 3D

P64 RIDE BIG MOTORBIKES, BEAT THE CRAP OUT OF OTHER RIDERS WITH STICKS AND CHAINS. OUR IDEA OF FUN – AND IN 3D TOO.





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UNREAL

P62 BEST GRAPHICS IN THE WORLD EVER. SO INTENSE IT CRASHES ALL OUR PCS. IT'S A GREAT GAME TOO, AS YOU WILL SOON LEARN.



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WAY TO GO CVG

Thanks for choosing our magazine. We'd like to think that, when you're through, you'll be thanking yourself too.

Think of us as the express trip to all the exciting areas video games have to offer. If you want to be shown a good time, in the shortest time possible, we call at no stations in between. For £1.50, we're your best value guide, and our experience is second to none.

Computer And Video Games has been running this service for almost 17 years now. In fact this is the 200th issue you're holding. CVG is the only choice if you're thinking more imaginatively than a PlayStation package holiday, or Nintendo 64 round trip. We avoid the badlands of PC games, and bring to your attention only the best which that market has to offer.

Enjoy the ride, but hurry back next month. I'll be returning with BIG news from the Electronic Entertainment Expo '98 in Atlanta, USA!

PAUL

TO: Funksville RETURN



COINCIDENCE OR CONSPIRACY?

The first ever issue of CVG had *Space Invaders* on the cover. Notice any similarities between this and the theme of this new issue? Sci-Fi!

The cover star this month is *Body Harvest*, a terrifying but totally thrilling Sci-Fi shoot-'em-up. Compare this to the simple shooting nature of the original *Space Invaders*, and you get the best illustration possible of just how far video games have come in the time CVG has been around.

One thing *Space Invaders* and *Body Harvest* have in common is class. Just as *Space Invaders* was pretty much state of the art in the early 80s, *Body Harvest* will amaze everyone who plays it. If you haven't done already, check out our massive six-page feature this issue.



VOTE FOR THE TOP 100 GAMES OF ALL TIME

Your chance to influence the most thorough investigation into the WORLD's Top 100 Games Of All Time. No prizes for your opinion, okay, except that we guarantee that your opinion counts!

Fill in the coupon printed here, and we will add your 10 suggestions to the rest of the world's contributions. We've already received almost 1000 entries in two months, which is why we're keeping this going. The more we get, the more accurate the list becomes, and all the more reason for you to make the effort!

Look forward to a knockout feature in a forthcoming issue of CVG, which will reveal the best games in all fields, no matter how old they are. Just make sure you enter to avoid disappointment.



BEST GAMES EVER
CVG
EMAP IMAGES
37-39 MILLHARBOUR
ISLE-OF-DOGS
LONDON
E14 9TZ

THE CVG TOP 100 GAMES OF ALL TIME

1. ....
BECAUSE...
2. ....
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6. ....
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8. ....
9. ....
10. ....

CVG RATING SYSTEM





5... EXCELLENT — Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

4... VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3... GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2... PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1... VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

SEGA DREAMCAST

The new console from Sega wipes the slate clean, and wins the company enough cool points to have some left in reserve (which they're gonna need).

BODY HARVEST

Goldeneye gets a run for its money as the single-most street cred N64 game. Come September you'll all be wanting to join this ugly bug ball!

FLUID

This PlayStation game isn't really a game. Making banging club tunes has never been so easy. You could put a lot of pros out of business.



©Namco

TEKKEN 3

Believe the hype! Even we're usually getting bored with a game after three months, but *Tekken 3* just keeps getting better. Hold on there until September.

THE HARDEST WORKING GAMES MAG

EDITORIAL

ED LOMAS
SENIOR WRITER
CURRENT FAV GAMES:
- QUAKE 2
- UNREAL
- COLIN McRAE RALLY
- SENSI WC 98
- VIRTUA FIGHTER 3

You know there's a problem when Ed says 'Games Are Boring'. What...?! We're talking about a guy who lives on games! He wouldn't even be breathing if *Rolo To The Rescue* didn't exist. So what are we to do? Desperate for a cure, we consulted the CVG oracle, and it say: "You must never let Ed cut his hair again. It is his strength. Now go."



STEVE KEY
SENIOR WRITER
CURRENT FAV GAMES:
- BREATH OF FIRE III
- SENSI WC 98
- COMMANDOS
- SPECIAL OPS
- KULA WORLD

Steve scored 100% in the internet Babe Test, and he's very proud. Maybe he's lying, and scored 100% in Universal's *Babe* test. What's the duck's name in *Babe*, Steve? "Dunno, never saw that film." Try again: Steve, what was the film *Babe* about? "Never saw it." Okay, we give in. Steve really does know loads about great-looking girls. What a gent.





PAUL DAVIES
EDITOR
CURRENT FAV GAMES:
- TEKKEN 3
- GRAN TURISMO
- BODY HARVEST
- VAMPIRE SAVIOR
- DEAD OR ALIVE

Finally Paul is showing some promise at *Tekken 3*, and says he will take on all comers. Someone should remind Paul of his true standing with *Tekken 3*. That is, not standing at all, in fact very much lying down with someone's boot in his face, warning Paul never to fancy himself at any form of fight game ever again. Get down, and stay down, Davies!

ABDUL MONTAQIM
PROD EDITOR
CURRENT FAV GAMES:
- WIPEOUT 2097
- TEKKEN 3
- TOMB RAIDER
- RESIDENT EVIL 2
- ISS

Bought a PlayStation. Abdul's on our side now. Problem is, he insists on joining our tournaments. Messes up the routine. You know – crap player versus the gods of gaming. Abdul got a good game the other day, against Steve – a miracle. Generally though, we wish he'd get in some practice before butting in. It was better when he "preferred to watch".



JAIME SMITH
ART EDITOR
CURRENT FAV GAMES:
- STREET FIGHTER II
- STREET FIGHTER II CE
- HYPER FIGHTING
- SUPER STREET FIGHTER
- SF ZERO III

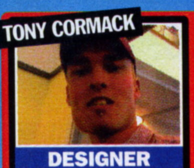
Once a Street Fighting legend, now... nothing. It's sad, but we're laughing. Like the White Witch's army in Narnia, when they get to shave Aslan's mane, tie him to a stone altar, and kill him. Ha-haargh! But why don't we feel so good? Well, Aslan comes back and beats the crap out of everyone. We know we've got it coming to us, as soon as Jaime's out of rehab.

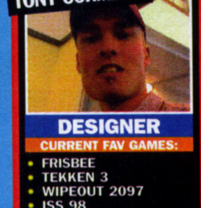




TOM GUISE
DEP EDITOR
CURRENT FAV GAMES:
- TEKKEN 3
- RESIDENT EVIL 2
- DOWNHILL RACER
- TIME CRISIS 2
- GRAN TURISMO

Who does this look like? OO. Got it? It's Tom. Okay, who's this? 8. It's Tom lying down, dope. So we're tired of this game now, since you have no chance of working on a magazine with a bunch of lively, fun-loving dudes such as we have here. We recommend you take a crash course in Too Many Video Games for three years, then get back to us. Go! Now!





TONY CORMACK
DESIGNER
CURRENT FAV GAMES:
- FRISBEE
- TEKKEN 3
- WIPEOUT 2097
- ISS 98
- COMMANDOS

Yardah yardah yardah. Wah wah wah. Lerh lerh. Yardley yardley. That's what I think, anyway. On the other hand..." And other such conversation pieces could be yours if you are lucky enough to work with Tony. He knows he talks a lot, but he doesn't stop. We have to say things like, "Alright Tony? Answer 'Yes', or 'No'." But we still get "Yardley yardley..."!!!

ALEX HUHTALA
STAFF WRITER
CURRENT FAV GAMES:
- BANJO KAZOOIE
- COMMANDOS
- ISS 98
- 1080°
- DIDDY KONG RACING

Played *Banjo Kazooie* – one of the only guys in the UK to have done so, making the rest of us jealous. Said he liked it. The last game Alex went crazy for was *Grand Theft Auto*, so this is high praise indeed. N64, cool once more, and all thanks to Alex, whose simple nod can make or break an international company. Hey Al, what do you reckon to Pockemon then?

NEWS

SEGA'S NEW CONSOLE: THE 128-BIT DREAMCAST!

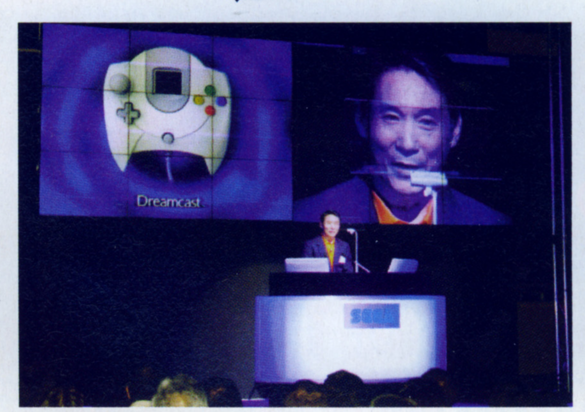
Sega have released pictures of the Dreamcast case and controller, but the main colour scheme could be altered.

On May 21, Sega announced the world's first 128-bit console at a massive preview presentation in central Tokyo.

The machine, imaginatively titled Dreamcast, offers performance levels never seen before in a home console. In short, it's awesome.

Sega Enterprises president Shoichiro Irimajiri revealed what he declared would become the *"de facto* standard for interactive entertainment", demonstrating the raw power of the machine with two technology demos that blew the assembled audience away. Truly Model 3 power plus is now accessible to the home market. But power alone is not enough, and Mr Irimajiri announced an imaginative new perspective on the video games market which is great news for the casual gamer and perhaps even better news for the hardcore arcade junkie.

Sega even went as far as to announce a release date for the machine: November 20 in Japan. US and European launches were confirmed for Autumn 1999. No rumour, no speculation: that's confirmed.



Sega's Shoichiri Irimajiri, President of Sega said that the emphasis of their campaign would be to capture the light and casual users as well as the hardcore gamers who bought the Saturn.

THE WAY FORWARD



Sega's aim with Dreamcast is not just to be "the gamer's machine", as was the case with the ill-fated Saturn. Dreamcast is designed to be the ultimate machine for gamesplaying in general. The look, feel, and marketing approach to the machine is designed to bring in gamers of all descriptions, and that means a different emphasis on games.

Irimajiri revealed that they have recruited the primary movers, shakers and innovators in the games industry to create a wide, diverse range of titles right from day one. The machine's look and logo are designed for maximum appeal to all comers. Curiously there is no Sega logo on the machine itself. The reasoning is that Sega's image of creating the "hardcore gamer's games" actually works against the company in the eyes of light users who shy away from the super-realism and high level of technique built into Sega's market-leading arcade machines.

The biggest news perhaps is the confirmation that Dreamcast has a built-in modem designed for internet usage, multiplayer games and even chat sessions. This part of the machine is fully upgradeable, so when communications technology improves, so does Dreamcast's internet performance.

The basic message is that this machine is meant for everyone, with Sega hoping to shift over 22 million Dreamcasts throughout its lifespan in Europe alone! As it is, Sega are guaranteed a massive launch this Christmas in Japan – simply because the only competition will be Nintendo's 64DD. As Irimajiri was quick to point out, Nintendo are no longer contenders in Japan. Dreamcast's high technology edge (coupled with *Virtua Fighter 3*, still Japan's biggest coin-op) will make it the number one selling piece of technology this Yule season, make no mistake.

INTRODUCING IRI-SAN!

Helping out Mr Irimajiri at the New Challenge Conference was Iri-San, a fully rendered version of the Sega President's head running on Dreamcast hardware. Similar in style to the opening screen of *Super Mario 64*, this demo was astounding. The detail levels on Iri-san were astounding, the animation flawless. It seemed that every grey hair and wrinkle of the president was evident on the Dreamcast rendition – as you zoomed in on his face there was no pop-up, glitching, fog, blurring – and the effect was excellent. Add special effects like fire-breathing, a city invasion (where Iri-san dropped in on a couple of skyscrapers, accompanied by helicopters with searchlights) and you have one fine demonstration. But this was nothing compared to the majesty of the Tower of Babel demo!







Although simple in concept, the Iri-san demo shows off a vast amount of the graphics effects that the Dreamcast is producing. The searchlights and projected logo (above) are the highpoint of this particular demo. The levels of light sourcing (left) are far beyond anything seen on any home machine yet!

[TOWER OF BABEL]

This demo was designed to show that in terms of polygon-pushing power, Dreamcast can match and out-perform Model 3. So says Hideki Sato, managing director of consumer R&D at Sega of Japan. This demo features a tower built on a mountain set in a desert landscape. Surrounding the tower are hundreds of buildings – an entire town built on the slope leading up to the summit. Mr Sato confirmed that 1 million polygons are used for the entire scene, which features phenomenal sunset lighting effects (which you can control). Best of all are the camera angles: as you zoom into the sky, looking down on the town, you can see every building, with no pop-up or glitching – and then you're swooping down through individual streets, checking out the detail on each building! Both demos ran at a high resolution and at 60 frames per second. The Tower of Babel was astounding and it came as no surprise to learn that Yu Suzuki, creator of *Virtua Fighter*, was producer for this demo. However, the most amazing thing was that this demo was running on an incomplete Dreamcast. Mr Sato told us that the finished graphics chip has 30 per cent more processing power. Truly, the mind boggles!

Looks good eh? You ought to see this demo in action as you swoop down through the streets, checking out the detail on every single one of those little buildings! This demo took five people just one week to produce at Sega R&D.

demo two

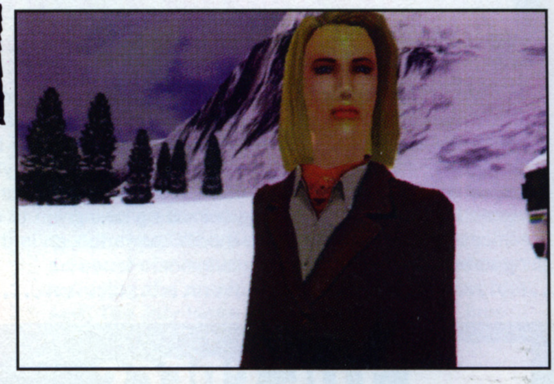


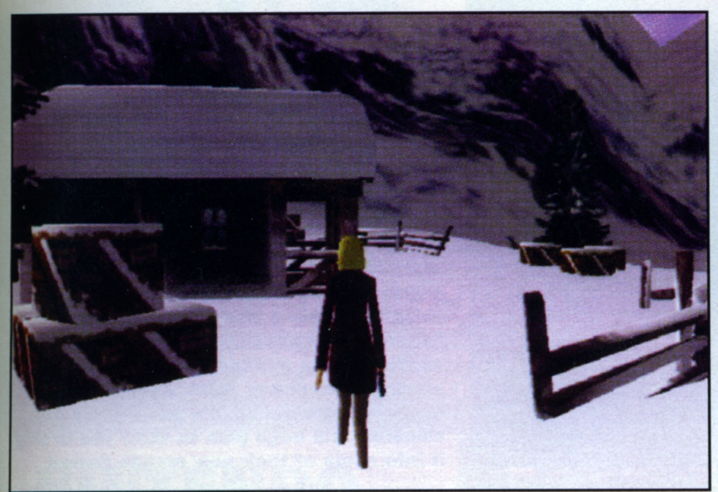
Is the Dreamcast hardware as good as Model 3? The word from Sega R&D is 'yes'. The arcade board renders 1 million square polygons per second. Dreamcast pumps out 3 million triangles a second, making it more than a match. We'll see for sure when we check out *Virtua Fighter 3*.

[D2: DREAMCAST'S FIRST GAME!]

Two days after Sega's New Challenge Conference, Kenji Eno of Warp held his own show to debut *D2* – the only game yet seen running on Dreamcast software. The Warp show was an incredible spectacle and testament to Mr Eno's popularity in Japan. However, little was seen of *D2*, bar the intriguing rendered intro scene and the first level of the game. From what was seen, *D2* looked very similar in style to *Tomb Raider 2*, albeit with a far stronger story angle. Mr Eno stressed that the game was very early, but for those of us prepared for Model 3 arcade levels of animation and detail we couldn't help but feel disappointed. Compared to Sega's own demos, *D2* didn't seem in the same league. We shall have to see.



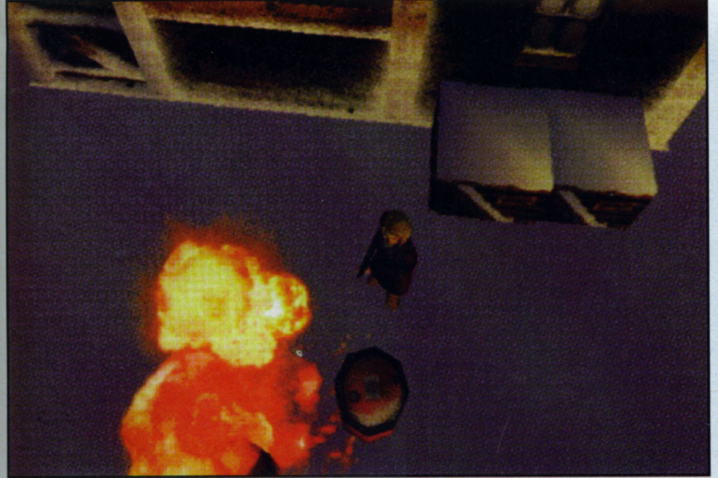




This high-resolution domain is very smooth indeed running at 60 frames per second! Notice Laura's legs in the snow.



At the *D2* show Warp boss Kenji Eno revealed that his firm are putting huge amounts of effort into the characters' facial animation.

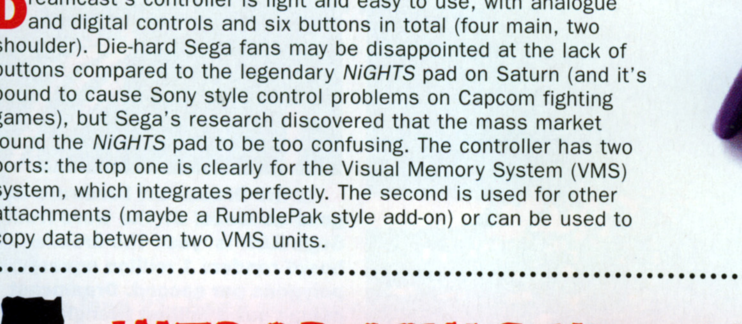


The sun is setting in this picture, explaining the lack of light in the surroundings. Main character Laura's about to get very cold.



The main intro to *D2* gives us some indication of the quality of full-motion video we can expect to see from the Dreamcast.

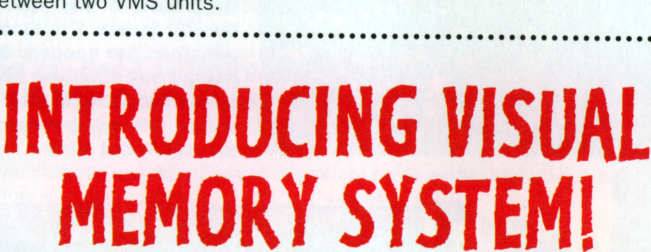
[THE LOWDOWN ON THE CONTROLLER]



Dreamcast's controller is light and easy to use, with analogue and digital controls and six buttons in total (four main, two shoulder). Die-hard Sega fans may be disappointed at the lack of buttons compared to the legendary *NiGHTS* pad on Saturn (and it's bound to cause Sony style control problems on Capcom fighting games), but Sega's research discovered that the mass market found the *NiGHTS* pad to be too confusing. The controller has two ports: the top one is clearly for the Visual Memory System (VMS) system, which integrates perfectly. The second is used for other attachments (maybe a RumblePak style add-on) or can be used to copy data between two VMS units.

The Dreamcast pad is very impressive indeed. Two slots on the back allow you to plug in multiple accessories (such as the Visual Memory System below) and RumblePak style vibrational units. And to cap it all off, it doesn't half look good too!

[INTRODUCING VISUAL MEMORY SYSTEM!]



The VMS (Visual Memory System) is Sega's innovative memory card, which plugs straight into the Dreamcast pad. It has an LCD screen, visible via a hole on the pad itself, which allows you access to private information in multi-player games. However, like Sony's new PDA, it's a machine in its own right, allowing you to store data, communicate with other VMS users by plugging them together and it can even be used on mobile phones for more data transfer action! Perhaps most interestingly, VMS is designed to plug into forthcoming coin-ops allowing you to switch info between arcade titles and their Dreamcast equivalents at home! The BIG news though is that VMS launches before Dreamcast – it's going to available in Japan in the summer.



The Visual Memory System (VMS) is a standalone system that acts as a personal organiser (and will be released in Japan in July). However, it also slots into the Dreamcast controller allowing to plan special moves and tactics in secret when playing multi-player titles. Additionally, it plugs into special mobile phones (for data transfer) and Sega plan to allow you to plug it into some of their new arcade games!



THE SPECS

CPU SH4: RISC CPU with 128-bit graphics engine (200MHz, 360 MIPS, 1.4GLOPS)
GRAPHICS ENGINE: Power VR Second Generation (rated at 3 million polygons per second)
SOUND ENGINE: Super-intelligent sound processor with 32-bit RISC CPU (64 channel ADPCM)
MAIN MEMORY: 16 megabytes (64Megabit SD-RAM x 2)
MODEM: V34 (33.6Kbps) - built in as standard!
OS: Customised Microsoft Windows CE operating system
MEDIA: CD-ROM
CD DRIVE: Maximum Speed 12x
COLOUR: 16.77 million colours
CG: Bump mapping, fog, alpha-blending, mip-mapping, tri-linear filtering, anti-aliasing, environment mapping, specular effects
DATA SAVE: VM system
OTHERS: Clock etc
SIZE: 190mm (width) x 195mm (height) x 78mm (depth)
WEIGHT: 2.0KG

[JUST THE FACTS]

No game titles were announced at the New Challenge Conference. The first batch of titles will be revealed in August or September with the Japanese public exposed to the power of these games at September's Tokyo Game Show.

• Sega have pulled across some of the greatest gaming minds from their arcade division to help out with Dreamcast. AM2 supremo Yu Suzuki is working on "Naomi" games - this new hardware is actually an arcade board based on Dreamcast technology. Tetsuya Mizugichi, the producer of Sega Rally and its astounding sequel has also joined the elite group of producers dedicated to Dreamcast. Yuji Naka, creator of *Sonic the Hedgehog* was on-board from Day One.

• Mr Irimajini revealed that he is currently negotiating with Squaresoft in order to bring the mega-hit role-playing games to Dreamcast. With *Final Fantasy VII* just about the only game that can conceivably challenge Dreamcast in terms of pulling power, this is shrewd thinking.

• *Sonic the Hedgehog* is definitely coming back - and that's the word from the top. After a poorer showing in games like *Sonic R* and *Sonic 3D*, the Sonic Team themselves have reclaimed their mascot and are producing the Dreamcast game themselves. Great news for true Sonic fans!

• Plain conversions of Sega's big arcade hits will not be good enough for Dreamcast. The games have to be re-tooled to meet the requirements of the home market, meaning more levels of play and more replay value, depending on the game concept.

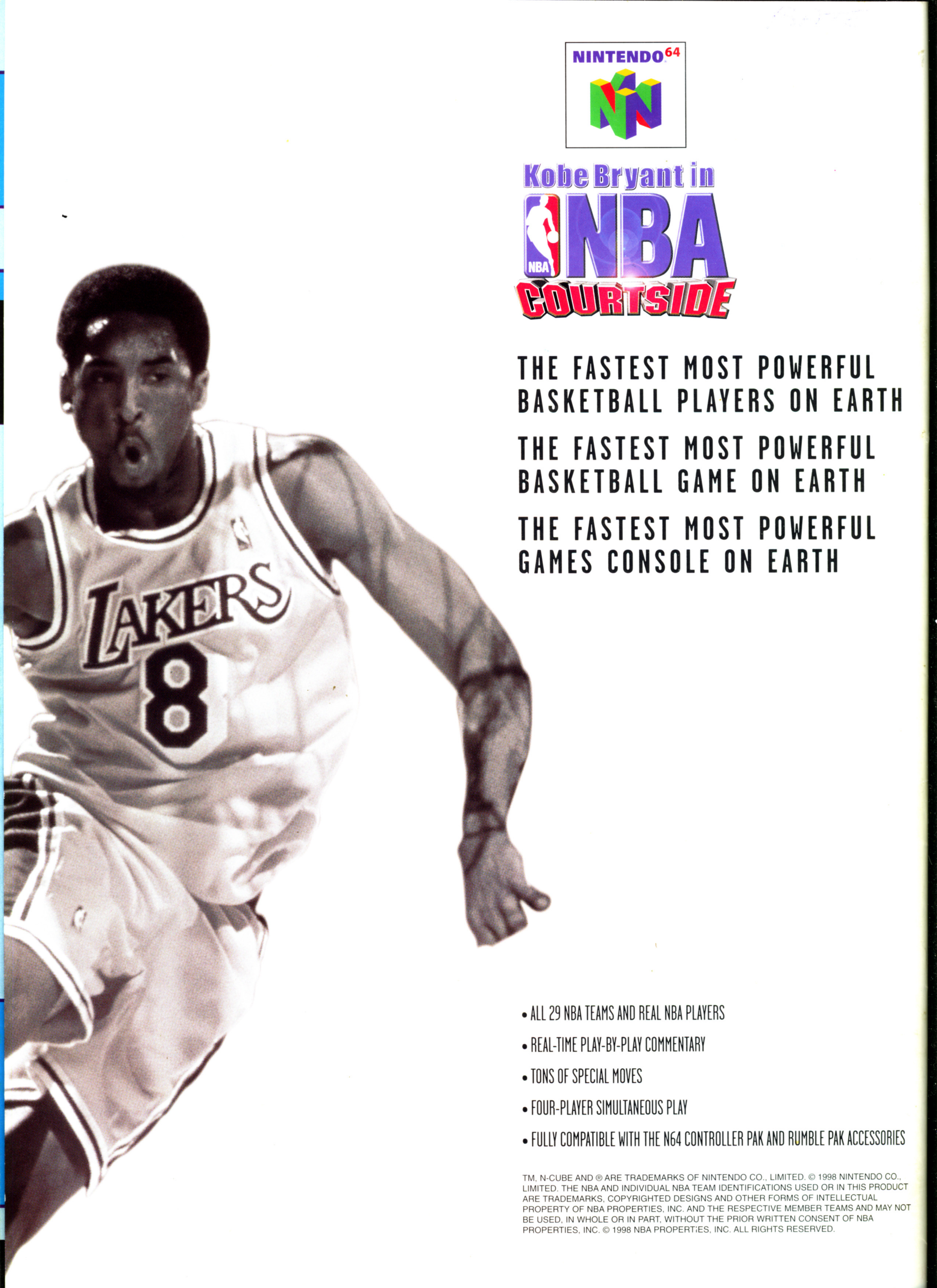
• Despite featuring in early technology demos, we can assure you that there are no plans for a conversion of *Scud Race*. However, AM2 are working on an original Dreamcast game with Yu Suzuki as producer and *Virtua Fighter 3* remains a huge possibility for the new machine.

• The Tower of Babel demo was produced in less than one week by one team in Sega's consumer software division.

• There will be five games to buy for Dreamcast when the system launches in Japan on November 20. The only one confirmed so far is D2.

• The main Hitachi SH4 chip that runs the machine is 24 times more powerful than the Sega Saturn!

• The first game for the VMS unit is a Tamagotchi-style title based on the hit movie Godzilla. You splice your own dinosaur DNA in order to create your own customised Godzilla character and then you do battle with other users or built-in meanies such as the dread Mothra!


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[THE EURO CONNECTION]

Sega Europe held a special meeting the day after the New Challenge Conference – the aim being to excite us about their plans for the launch of Dreamcast over here. They succeeded. Not only are they spending around £66m on marketing the machine (more than Sony used to launch PlayStation), they've attracted some of the greatest names in video games to produce games for launch with the Dreamcast in Autumn 1999. Here's the scoop:

Bizarre Creations: This team, whose game *Formula 1* effectively killed the Saturn, has been recruited by Sega to produce a potentially stunning new driving game for Dreamcast. Currently entitled *Project Metropolis*, this game features what Bizarre call the most realistic physics simulation for a driving game and full freedom of movement. Bearing in mind the phenomenal *F1* and *F1 '97*, we believe them!

• **Argonaut:** The creators of *Lylat Wars* and the SNES SuperFX chip are producing what they describe as an adrenaline-fuelled 3D shooting game with spectacular effects and die-hard shoot-'em-up action.

• **Red Lemon:** Ex-Gremlin coders responsible for *Actua Soccer* (amongst others), Red Lemon have a most intriguing idea for their Dreamcast game, it is a "period first person perspective strategy shooter".

• **No Cliché:** The men responsible for the likes of *Alone in the Dark* and *Little Big Adventure* are using the power of Dreamcast for two new games. Again, super-realism is being promised for their action and adventure titles.

• **Appaloosa:** We're promised the return of a Sega icon and a new lease of life to what could become a major franchise. These guys produced the excellent *Ecco the Dolphin* series of games on Mega Drive and we're betting on the return of the mighty finned one for Dreamcast. Over 100 moves are promised and levels of interaction with scenery never seen before!

[NEW AM2 FIGHTING GAME!]

Sega's star arcade development team AM2 is said to be putting the finishing touches to their next big arcade fighting game, currently called *Spike*. It features a big selection of characters designed by the *Virtua Fighter 3* team, plus intricate backgrounds designed by the *Scud Race* team. Gameplay is said to be similar to Squaresoft's *Ehrgeiz*, with full 3D movement and the ability to go anywhere in the arenas. But by far the most exciting thing about the game is the 16-player mode! 16 Model 3 arcade cabinets will be linked by new optic fibre technology to allow more players than ever before. And if you haven't got 15 friends, any spare machines will play by themselves to make up the numbers!

No mention of a Dreamcast version of *Spike* has been made yet, but with the console's impressive internet capabilities, a 16-player worldwide version should be possible. We'll have much more on *Spike* as soon as AM2 let us have a good go on it!

WANT TO KNOW MORE?

There's tons more Dreamcast information that unfortunately we just don't have space to print. Our sister title, SEGA SATURN MAGAZINE is the place to go for every tiny scrap of info released to date (and then some), along with more screenshots and some very special interviews: including the president of Sega Enterprises himself! The July issue of SSM is on sale on June 15th, priced £2.95.

computer and video games

PLEASE SEND YOUR LETTERS TO:



MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG

IN ASSOCIATION WITH COMET GAME ZONE

As Summer time kicks in, more and more of you seem to want to complain. The hot weather must be making you hot and flustered, and it's making you moan. But pack it in. We want good letters about topical subjects and not just waffle about 'my machine is better than yours', or 'I think this is the best game blah blah'. If you can't think of anything to write, have a gander at the forums on our website at http://www.game-online.com, because they're full of rants from gamers around the globe. And bundle your letters off to the usual address. Remember, the best entries stand a chance of winning a console and five games. So get to it!

BARRY NORMAN WANNABE...

Dear CVG,
Tomb Raider – the film...? NO! Please don't let them do it. After the shockingly insulting live adaptation of *Streetfighter*, *Tomb Raider* can only be utter crud. If it is made, I forsee some stupid, usually American, director changing everything to the point that Lara becomes Laura or even Anna Jones to appeal to the American market in an oh-so-funny take on Indiana Jones. You can look forward to the following when the film is released:
1. Action sequences WILL be badly filmed with BIG men falling over at the slightest jab of a fingernail.
2. Incredibly crude toys of the film will be made, and will feature ludicrously outsized body parts and rocket launchers.
3. You'll realise the money you spent on cinema tickets would be better spent buying thumbscrews.
4. Leonardo DiCaprio will be the token love interest (yawn).
5. The Spice Girls will be at the premiere spouting Girl Power stuff and they would most probably do the theme tune.
6. Lara/Laura will be a blonde, top heavy fool who needs a gawky man to stop her stubbing her toe at various points and will probably accompany her throughout the film as the token goofy guy.
Matt, Luton, Beds.

CVG: The latest woman to be rumored for the lead role is Anna Nicole-Smith. What exactly do her and Lara have in common then...?

WIN A CONSOLE AND FIVE GAMES

I AM MENTAL

Dear CVG,
Now don't get me wrong. Games are great. But sometimes I worry that kids today are missing out on so much more.

When I was growing up in the early 90s, probably before most of your readers were born, there was no such thing as video games. Well, OK that's a lie. But they were severely rationed. The only chance I ever got to play such classics as *Harvey Spencer's Fun-o-Rama* was when Harry the Spiv would bring a copy round hidden in chopped Spam. Three minutes a week was all we would get. And we were glad of it.

These days, what with free consoles for all, a 26-hour day and no school, and everlasting gobstoppers, kids get to play games all day. Without having to eat their way through four pounds of chopped Spam first. And I, for one, don't think it's right. You can say that I'm just jealous. That I'm just being petty. That I don't want today's younger generation having the fun of which I was so cruelly deprived. And in some ways, you'd be right. In all ways you'd be right, in fact.

Anyway, my point is this. There's more to life than than just doing what you want. There's doing what you hate, as well.

So go on, clear off.
Ben Prastitis, Croydon

CVG: You're not bitter by any chance are you? It's your parents' fault for bringing you into a world where there weren't many games.

SET UP TO BE KNOCKED DOWN

Dear CVG,
Has anyone stopped to consider that Sony's remarkable climb to the top of the games industry may have been a fluke, and that next time round they may not be so lucky. As Sega know all too well, what worked with one console will not necessarily work for the next. When Sony decided to market the PlayStation for the "older" games player, it was perfect for those people who had owned the Nintendo consoles when they were younger and wanted something more grown up. Nintendo learned that what interests games players now won't interest them several years later. Like Shigeru Miyamoto said at Space World: "A few years ago, players were excited by the Super Mario Bros games but, as they got older, these people stopped playing." This is why when Sony finally release a new machine, they shouldn't just re-use the same formula that made the PlayStation successful. Instead they should just rethink their strategy, and perhaps even aim the new console at the "even older" games player. The last thing they want to do is repeat the mistakes Sega made, for if they do, it will leave Nintendo laughing all the way to the bank.
Sam Edelman, Hampshire

CVG: In retrospect Sega's mistake with the Saturn seems to have been that the machine was launched at a very high price with hardly any marketing. Sega was expecting the masses of punters who had paid £99 for a Mega Drive to shell out £399 for a Saturn, and of course it didn't happen. Sony demonstrated the marketing expertise they had learned establishing brands like Walkman and Discman and released PlayStation at a much lower price and, more importantly, put LOADS of resources into advertising, sponsorship and other deals that introduced PlayStation to the general public. There's no real formula to it – you just have to work out who you're selling to and adjust your sales pitch accordingly. Sega ended up with the hardcore gaming minority and Sony got everybody else.

DO YOU REMEMBER THE TIME?

Dear CVG,
Remember the days of the Speccy and C64 when developers weren't afraid to develop new styles of game?

Well why is it now, with all this technology, we get craploads of blatant rip-offs? Can't these monkeys come up with something original that's also good?

I reckon us gamers should all be able to contribute our ideas towards proposed games for the next breed of super consoles. It's only fair seeing as we pay for them.
Lee Thomas Robson, Newcastle

CVG: A pretty good idea in theory, but every person who contributed an idea to a successful game would be wanting a royalty of some sort. It'd turn into even more of a money grabbing exercise than it is at the moment.

I HATE THIS SEGA CRAP



Dear CVG,
I am writing to you to complain about all this Sega crap. When they were launching the Saturn back in

WIN A CONSOLE AND FIVE GAMES

COMET GAME ZONE

LETTERS



IF AT FIRST YOU DON'T SUCCEED

Dear CVG,
I'm writing in reply to Stephen Atherton and his 'Grab a Granny' letter in issue 198. I bought a copy of *WCW vs the World* on the PlayStation thinking it might be decent as I loved *Touken Retsuden 2*. To my horror (after the delightful FMV intro)' I discovered it was an inferior game in everyway.

Being the man that I am, I thought, "Fair enough, I'll go to the store and hopefully the assistant will have a sympathetic ear and understand my dilemma." The bloke at the counter was exactly how I'd wished for, and I thought I was going to get my money back and I could buy something else. But then fate dealt the trump card and happiness turned into anxiety.

"Looks fine, I'll just get the manager, shouldn't be a problem." Yeah right! He spun me a lie about the PlayStation laser scratching the disc and thus making the game un-sellable. I was well p***ed off! I gave the disc a quick wipe to make it look spick-and-span and gave it to my sister. I figured they'd never turn a girl down.

Three months on and the game is still collecting dust on my shelf. So, a message to Stephen. I went for the bull by the horns and lost. Kiss my arse you ruthless b****rd!
Simon Mealing, Manchester

CVG: There you have it. Conclusive proof that certain games shop owners are oblivious to the powers of Woman. A bloke with a VooDoo 2 card on the other hand is a completely different matter...

OUT OF THE FRYING PAN

Dear CVG,
I change girlfriends like I change my socks, but PlayStation owners who w*** over Lara are complete losers.
Shaid Majid, Bradford.

CVG: Check out Dr Lovegod!

Dear CVG,
In your April issue you mentioned a memory card sized 32-bit machine with a monochrome screen by SONY... obviously an April Fools trick, but you didn't mention it when you were revealing the other April Fools jokes. It WAS an April Fools joke, wasn't it?
John Merrick, Preston

CVG: Check out Dr Pleb!

Dear CVG,
My friend claims that there is a Manga version of *Resident Evil* series ready to hit the shops. Is this true?
Brian Foy, Motherwell

CVG: There is certainly an American comic series by Wildstorm Comic, which has a very cool online version too. Their address is http://www.wildstorm.com. But as far as an actual Manga series, we don't think there is one.

Dear CVG,
I love your mag – the others that are about PlayStation are sold at the most ridiculous prices. I would be most obliged if you'd print this for me I have 10 more places in my under-12 PlayStation club. If anyone that reads this mag in Yorkshire would like to join please contact me through CVG, who have my number.
Rhys Howarth, Yorkshire

CVG: What are you all waiting for?

1994 they said they would still be backing the Megadrive 100%, but whenever I read your magazine I never see any new Megadrive releases (Except FIFA '98). They are soon launching the Katana, their amazing 128-bit next generation console and I am wondering if they will be making this promise again regarding the Saturn? I now own an N64 but would like to buy another Saturn and then hopefully the Katana but after the failure of the Game Gear, Mega CD, 32X and now the Saturn, I don't know if I could trust Sega enough to commit money to the Katana. Will the same thing happen to this? I hope not, as I liked the Saturn so much, I was gutted when I swapped it for my equally cool N64 soon after buying *Resident Evil* and the awesome *Quake*.
Mike Martin, Merseyside

CVG: Considering that the specs have only just been released for Katana, it would be impossible to predict their marketing plans. However, in following on from the previous letter, you would guess that Sega will have learnt their lesson and decided to 'splash the cash' as it were.

I SPIT ON YOUR GRAVE

Dear CVG,
I have been playing video games for a long time now and have read literally thousands of letters about them in hundreds of different magazines including your own. However, this is the first time I felt I must write a letter to a magazine such as yourself. The reason why? That word that should be banned (ha, ha, geddit?) for being too crap – censorship.

I first saw the film, the Exorcist when I was aged eight. That was one of my personal favourites amongst other delectable atrocities such as *The Hills Have Eyes*, *Cannibal Holocaust* and *I Spit On Your Grave*. I have also played many violent games in my time (*Doom*, *Quake*, *Resident Evil* etc.) and it has filled me with lust, longing and madness for more of the same actually.

I can't see the problem if the greatly protected British public is being sold this sort of thing. I can understand that some things are better left from young, impressionable eyes despite what I saw and did when I was at a more tender age (although apart from the lights and music in my head telling me to butcher people, I am fine... no, really!). However, there is a large number of games players out there who are old enough to choose what they would like to be entertained by in their own homes. Look at the sales of games such as *Grand Theft Auto*, *Resident Evil 2* etc. if you want proof that there is a huge market for these violent, yet fantasy (that's right, it is not real, Mary Whitehouse) games. If the government are anxious about games such as *GTA* and *RE2* then surely they must be more stringent on laws protecting sales to the younger generation, rather than stopping adults who are completely within their rights to own and enjoy this sort of thing. To be quite honest, I would think having a parent like Ms Whitehouse would create a disturbed mind much more than playing RE2 for 100 hours without a break!

Anyway, I have definitely waffled for long enough now.
Antony Andreou, Manchester

CVG: It's all very well listing these third rate horror flicks, but you should check out the classics such as Blood Feast, Necromantic and Hideous Mutant Freaks. You'll find them next to Mary Poppins and the Care Bears The Movie at your local video emporium.

SCOTLAND ROCKS!

Dear CVG,
I am writing to express the joy I experienced when I found out that you can actually get a degree in Computer Games! The University of Abertray in Dundee has launched a load of courses for "Computer Games technology and Virtual Environments"! (You can check the progress of these degrees on the World Wide Web, URL at http://www.tay.ac.uk.) Imagine, when you leave school you can get a BSc in computer games! Perhaps this will mean a decrease in games that would be more at home in a trash can, because I have a dream, and that dream is for someone to make a game that everyone will like. This will be the start of that path, so, one message for all of you who drink coffee, eat Mars bars and play video games. GET TO SCOTLAND!
Phil Mann, Peterborough

CVG: Now if your parents are moaning, saying you spend too much time playing those bloody computer games, sign up for this course and tell her you're off to university. She can't have complaints, at least until you tell her what you're going to study.

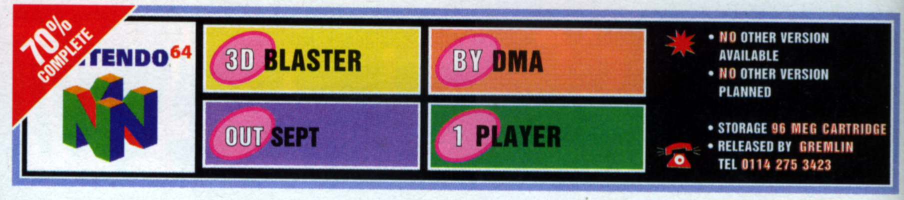
FOLLOW THE N64 ROAD

Dear CVG,
I own an N64. The thing I have noticed is that not many crap games have come out after the first year. Even though there hasn't been been many games, they are all high quality with the exception of *War Gods*. But the PlayStation had quite a few crap games when it first came out – as did the Saturn. I know the PlayStation has good games now but I think the N64 is still showing the way.
Dale Harrison, Stirling

CVG: Can we draw your attention to Cruis'n USA, Mortal Kombat Mythologies and Dark Rift possibly?







Anyone inspired by *Starship Troopers* to blast giant-size bugs should sign up for *Body Harvest*. This game's so intense it'll make your eyes explode!

This is VIOLENT! *Body Harvest* is from the same guys who did *Grand Theft Auto*, so what do you expect – fluffy bunnies? That's right, Nintendo 64 is now right at home with guns and gore.

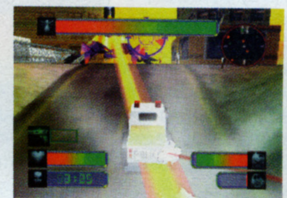
The basic premise is shooting aliens, in a scenario which could have been lifted directly from *Starship Troopers*. Only DMA swear blind it wasn't. These aliens have invaded Earth, though they don't expect to stay forever – just long enough to have a light snack and round up some meat for their freezers. Human meat.

Let the bugs know they're not welcome. And, have fun.



Nintendo 64's most intense game to date. Full-on shoot-'em-up action, combined with the best problem-solving RPGs have to offer.




IN A WORLD OF CHAOS AND TERROR!

The action in Body Harvest takes place in a fully 3D world swarming with alien scum, and it is vast. You have a high level of control over the game's hero, Adam Drake, enabling you to run around as you please, picking off targets as you go.

Your major concern are the aliens, who are rounding up humans for fun! These invaders are on guard at all times, and will just as soon as eat you up as anyone else. Just like you, the aliens get to roam around as they wish – and they usually wish to do this where there are human bodies to harvest. So the general routine is to wait for wave after wave of aliens to teleport from the mother ship, then track them down before your brothers and sisters are added to today's menu!





Laser fire looks really cool, burning up the place!



STRUGGLE AGAINST THE ALIEN INVADERS!

To understand how to defeat the invaders, you must know their routine. They're not dumb cannon fodder – they operate intelligently as groups, with a clear heirarchy. When aliens invade a territory they first set up an enclosure in the form of an energy field to make sure the humans can't escape. The entire field operation is controlled by a Drone King, who takes charge of these uglies:

Soldiers



These create havoc in the towns and cities, forcing the civilians into the streets – and into the jaws of death!

Scouts



While these fellas are out looking for hunting grounds, there's still time to move in and stop the terror… before it's too late.

Harvesters



The ones most likely to make you say "eurgh". Harvesters crap glutonous green bio-blobs which trap humans!

Processor



Every alien, apart from the Queen, is generated by the Processor. Secure the zone by terminating the Processor.

Queen



The Queen is the biggest and most unspeakably ugly representative of the alien horde. Annihilate her to end the invasion.

Allowing for the growth

The aliens dispatch a more powerful class of army according to the time zone they're invading. So, even though you have incredible weaponry to hand in the year 2029, bear in mind that the aliens are even bigger, uglier, and downright more dangerous to make sure they give you grief!

The tougher the aliens get, the more shots they require to the head, and the longer Adam is stood there battling. Which needs skill!



Aliens, circa 1916. You can handle it.



Aliens, circa 2016. Your worst nightmare!

THE WORLD NEEDS A HERO. THAT HERO IS...

Adam Drake is as versatile as his armoured suit will allow. This means that he can run anywhere he pleases, only not so fast or so far up hills since the weight of his suit is restrictive.

The weight problems prevent Adam from swimming too – he can go for a while, but will soon sink. Still, this is no problem.

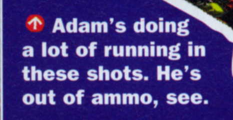
Since Adam's main purpose is to take heat from alien lasers, the suit serves him fine. He can fall any distance too without breaking so much as a finger.











Adam's doing a lot of running in these shots. He's out of ammo, see.

Run for your life Adam! No, wait! Save the innocent citizen first!

IN A TIME WHEN TIME HAS NO MEANING!

It's common knowledge that aliens have been planning an invasion for centuries. Well in the end it seems they decide to invade several centuries all at once. This makes the game even more interesting, since Adam Drake is required to stop the invasion in different time zones as well as in different parts of the world.

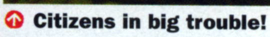
Time zones make the game look more varied, but they also affect the gameplay in that the technology used against the enemy changes. Sometimes not fast enough, mind you.



Drake gets to ride around in all kinds of vehicles during the game. In 1916, however, he's limited to bi-planes and 'classic' cars. A Model T versus the scum of the universe?!

Tanks and armoured helicopters. Now this is a much better situation to be in. Still doesn't seem to be having much luck here though. Call in the army! What, they're all dead?





Citizens in big trouble!



Rain affects play...



Scouts search for food!



Sightseeing on the job.



Haha! No chance mate!

BATTLE FOR THE EARTH!

When it's time to meet the queen, not only do you need to be on your best behaviour, you need to have your wits about you. And a spare pair of pants handy.

Before the confrontation, you switch from being on foot to driving the hovercraft. This turns out to be the best choice, since the queen terraforms the whole area into a flat plain. It helps her stomp around, since she is so huge, and lets your hovercraft to zip about unhindered.

And she is GIANT!

Get this... there's a different queen for each of the six time zones in the game. Each time she gets even bigger. Like twice-the-size-of-the-screen bigger!



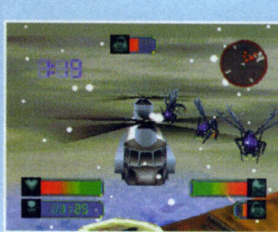
Battling the alien queen is like a classic confrontation with a shoot-'em-up boss. You need to blast off 'arms' and 'legs', then go for the kill!



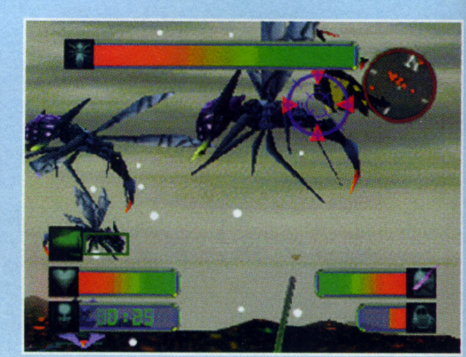
You need to learn new skills when piloting the hovercraft.



Before you can secure an area, you need to defeat the queen alien. She's ugly, like a cross between something from *Starship Troopers* and *Alien*, and is well protected.



Get out of there! Get out of there now!
















YOUR TICKET TO THE RIDE OF A LIFETIME!

There are 60 vehicles in *Body Harvest*. They're all controlled differently, but sometimes the difference is only down to the handling.

The coolest vehicles are the aircraft, especially the Harrier jump-jet. With aircraft, the differences in handling are extreme, as you're going from old prop planes to jet fighters.

You can open fire from the confines of a vehicle, but your aim is usually more restricted than it is when you're on foot. If you're aboard the WWII tank or Drake's hovercraft you get full 360° targeting, though.



bi-plane



Buzzing around in this plane beats *Pilot Wings 64* any day of the week. Sadly you can't loop the loop.



harrier jet



The Harrier jump-jet is something else. It looks realistic, and makes the coolest noise.



armoured car



Armoured cars stand a good chance, especially when they're armed with cannons!



helicopter



You're more versatile inside a helicopter, but one like this isn't about to take much damage.



WW2 tank



When you fire the cannon, the tank recoils to compensate for th blast. We like it. We like it a lot!





AN ADVENTURE INTO THE UNKNOWN!

Alongside the action-based gameplay, there is a fair amount of info-seeking to do. By talking to the local civilians you get to hear clues that enable you to solve problems nearby.

This investigative aspect to the game slows the pace briefly, which is a deliberate move on the game designers' part. While you're exploring indoors, the chaos outside is frozen, so it's okay to take your time over a conversation. You can also snoop around the interiors for stray items such as ammo or medical supplies.



Though you receive clues from around and about, you still need to make sense of the big picture.



It could be too late for the citizens in this house. If not, Adam can bother them for info!





Adam's in no danger when he's exploring indoors, but the tension is still there. It was dark here until Adam lit the torches.

Turning the wheel here could affect the flow of water. If Adam's really lucky, this might flush out a few more aliens...



Despite having the coolest art in the game dedicated to her, Daisy here plays a fairly minor role in the game. That is, she doesn't do anything except give Adam directions from HQ!

WHERE GLORY IS EVERYTHING

The score maniacs out there – we know you exist – will be pleased to hear that *Body Harvest* recognises skill with points. Obviously the bigger the alien that gets wasted the higher the points, but there are other ways of boosting that bonus.

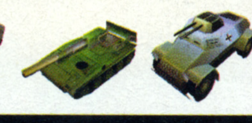
Small aliens, known as 'fleas', can be juggled with gun fire. Each time a flea is bounced, the score doubles. This is a really cool idea, which can relieve a lot of frustration. Not only did you kill that alien, but man, you did it in style!

Line up the enemy in your sights, then shoot em down for big points. Thing is, the aliens are playing the same game!



To make things more exciting you can take the battle to the air. These Scouts have got it coming!






HOLLYWOOD BLOCKBUSTER


The biggest bangs!


Monster mayhem!

DMA have made the N64 go mental with eye-popping visuals, and ground-shaking sound effects. The kinds of things we've seen in *Body Harvest* shouldn't be possible on N64 – it's just too busy! Too extreme!

Music is pretty mad too. DMA are using the technique which allows the music to change character according to the situation. When you're in trouble, you know about it because the soundtrack gets really loud, and really crazy!


The artists have been experimenting with funky laser effects – searing bright strips of light which appear to leave afterburn on the screen.


Wait a minute! Did you see that! This is an N64 remember. It's not supposed to do stuff like this! Where are the butterflies and flowers?

Action in *Body Harvest* is the busiest we've seen on N64. As soon as you think you've cleared the area, more aliens fly in for action.


It's only because N64 handles 3D so well that scenes like this have such impact. That, and the aliens make sound so intimidating!

THINK FAST OR WAKE UP DEAD


Keep an eye on the population gauge. When you notice that six of your flock have been snatched, prepare for some serious trouble...

Aliens want to have fun with Drake too, and have a multiplier system of their own. Each time they collect six humans, they get enough genetic material to create a Mutant – a terminator unit which goes berserk, and whose prime directive is to track you down. Mutants are tough to kill, and harder to avoid.

It gets tougher to respond to emergency situations as the game progresses, so you really need to plan a course of action beforehand. In some cases Mutants are almost impossible to escape.

LET THEM COME

That just about wraps up our exhausting first look at this year's big N64 game. Make sure you stay with CVG for gut-churning updates between now and September, when we'll have more shots of the gruesome aliens, and tactics on how to beat them.

Face it

02:57

Now break it

Every second counts.

Every bend, every power-slide,
every handbrake turn
can save you valuable time.

Stop for repairs, let the mud, the snow,
the rain slow you down and you've lost it.

It's you, your co-driver shouting in your ear
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Against the clock.

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Anyone hoping to become the next King Of Iron Fist, or even close, read and take heed.



This is part one of a three-part series, in which CVG analyses the *Tekken 3* fighters – how to get the best from them in attack, and defence.

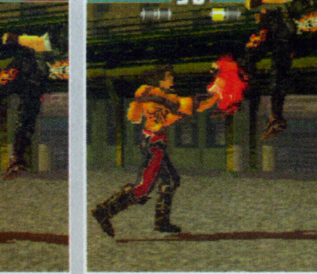
The series will also include *Tekken 3* player guides, starting with combos this month. Make sure you get as much as possible from these features, as we're preparing to hold our very own King Of Iron Fist Tournament 3 in September.

COMBO KING

Tekken 3 continues the tradition of life-sapping 10-Hit Combos from *Tekken 2*, with more style and deadly grace. However 10-hitters aren't the only sequences which deal a lot of damage and humiliation. Here's the breakdown of combo styles in *Tekken 3*.

BASIC

Easy to perform sequence of two or more hits. Jin's Flash Punch, or Yoshimitsu's Triple Round House are clear examples.



Jin's Flash Punch is easy to perform, but often gets through.

JUGGLES

Juggling is the technique of keeping opponents in the air with a combo. A Juggle always requires a Launcher - a move which knocks an opponent up into the air - to begin.

A good example of a Launcher is Jin Kazama's Laser Scraper - a powerful uppercut which comes at the end of a three hit combo. After this Jin can go for the same again, or look to other techniques to bounce them along.





Juggles aren't so difficult to perform, the secret is timing. If you're too quick or too slow on the buttons, you mess it up.

STRINGS

Special moves require specific button sequences to happen, but they may also result as part of a String. All of the fighters have at least one String Combo, and all require precision timing.

The notorious 10-Hit Combos are String Combos taken to the extreme, but can be broken down into smaller segments. Experienced players confuse opponents by stopping during a String to remain unpredictable.







Here Jin finishes his hardest-hitting 10-hitter!

FLOATS

These are similar to Juggle combos, but require a sharper eye and lots more practice to get right. The big difference between a simple Juggle Combo and a Float Combo is that Floats can be started after an opponent has hit the ground, even as they're trying to get up. After that the same principles that apply to Juggles work here.







Paul Phoenix is the king of Float Combos, with his powerful Rapid Fire elbow attack. Just as you think it's all over... it ain't!

SUPERCHARGER

This is new to the *Tekken* series. By pressing LP, RP, LK, and RK all at the same time your fighter summons a brief (roughly three seconds) of extra power. Any attack scores as a counterstrike while Supercharged, which not only causes more damage to the opponent, but often acts as a Launcher for bad combos! Only downside is fighters can't block when Supercharged.

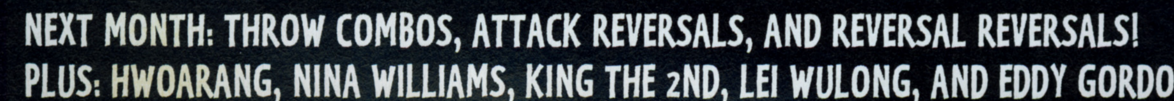








Jin, Xiaoyu, and Yoshimitsu charge up. Law beats on Paul's head for fun!



NEXT MONTH: THROW COMBOS, ATTACK REVERSALS, AND REVERSAL REVERSALS! PLUS: HWOARANG, NINA WILLIAMS, KING THE 2ND, LEI WULONG, AND EDDY GORDO

FOREST LAW

RETURN OF THE FLAMING DRAGON

PROFILE

Country Of Origin: USA
Fighting Style: Martial Arts
Age: 25
Height: 177cm
Weight: 66kg
Blood Type: B
Occupation: Second Master, Marshall Dojo (maybe)
Hobby: Shopping
Likes: Credit cards (Forest paid for Paul's tournament fee, and petrol)
Dislikes: Riding on the back of Paul's motorbike (Paul's driving scares the hell out of him!)

This is the son of Marshall Law (one of the original fighters in the King Of Iron Fist Tournament). Forest is prevented from taking part in any competitions outside of the dojo, as his father knows how dangerous it is. The reason Forest is entered into the King Of Iron Fist Tournament 3 is all Paul Phoenix's fault (Paul is a regular at Marshall Law's dojo). While Marshall is away, Paul suggests to Forest that he is a better fighter than his father. This is his chance to prove it.



Law has some of the greatest throw moves in the game. The one on the left sees him diving down on his opponent!



FIGHTING AS LAW

Want to be Bruce Lee? Law has some powerful attacks which require simple commands to perform. He's also very fast, making him one of the strongest guys in the tournament all round. Once Law gets through with a technique, he saps energy with big punch combos and/or sequences of kicks. Opponents who make more than a couple of mistakes are goners, basically.

BEST DEFENSE

Law can keep attacks out with his Thrust Blocks, which give him a quick chance to reply. He has a Fake Step, which is new, that avoids punches at close range and gives him the option for a Fake Step Blow – but only if the opponent is too stupid to see this coming! Generally, though, just dodge.







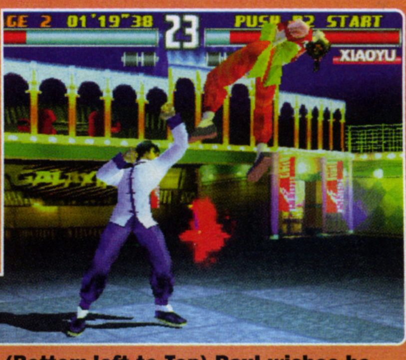
(Bottom-left to Top) Law side-steps Yoshimitsu's attack, setting up a throw. Jin Kazama is made to look foolish (almost impossible!) by a Fake Step. And Paul Phoenix eats a large portion of Fake Step Blow, and gets stomach ache!

BEST OFFENSE

Favourite of all Law's combos is his Dragon Storm punches. The third punch is a Launcher, and what comes next is as nasty as you want it to be. Law's Dragon's Tail is good to throw in occasionally, keeping opponents down. His Somersaults are tough to combat, and can even intimidate expert players.







(Bottom-left to Top) Paul wishes he had seen this Dragon's Tail coming. Hwoarang (profile next issue) gets clipped on the jaw by a Somersault. No fun whatever for Ling Xiaoyu as she is jammed with a Dragon Storm combo.

10 HIT COMBO

You should learn all of Law's 10-Hit Combos, as they form a major part of his strategy – same as with Jin Kazama. There are key points where these can be interchanged, keeping opponents guessing.





















PAUL PHOENIX

HOT-BLOODED MARTIAL ARTIST

The eyes of an eagle, with the strength and reflexes of a tiger – even now! At 46, Paul is one of the oldest (human) fighters in the tournament. He missed out on the chance to prove himself in the last King Of Iron Fist Tournament, due to a traffic jam caused by a motorway pile up. For the past 19 years Paul has been training at Marshall Law's Dojo, and winning lots of small competitions. However he recently received an invitation to the King Of Iron Fist Tournament 3.

PROFILE

Country Of Origin: USA
Fighting Style: Combined Martial Arts based on Judo
Age: 46
Height: 187cm
Weight: 81kg
Blood Type: O
Occupation: None. Still trains with the intention of being #1
Hobby: Motorbikes
Likes: Pizza, and the smell of petrol
Dislikes: Japanese motorways (ever since the traffic jam)

FIGHTING AS PAUL

Paul's trademark is capitalising on others' mistakes, in no uncertain terms. A good Paul player can punish opponents physically and mentally given half a chance. You might even call Paul Phoenix dirty, if it weren't for the skill required to get the best out of him. Intimidation is definitely the key, as Paul can also reverse attacks leaving opponents at a loss for tactics. One of the best there is.







Most of Paul Phoenix's offensive relies on heavy punches. As you can see, he is full of fun when dealing these blows.

BEST DEFENSE

Master the timing of Paul's Reversals, and you'll have the psychological advantage for sure. Add to this your goal to keep opponents down, so they just can't hit back. Bone Breakers and/or Hammer Fists catch panicked opponents as they rise. It gets so your opponent dare not flinch!







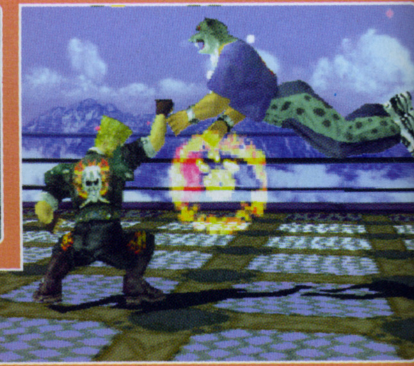
(Bottom-left to Top) Making sure Law doesn't get chance to stand back up. "King, I swear if you ever try that again I'll break your *rockin'* arm, dude!". Xiaoyu is *rocked* by Paul's Shoulder Charge.

BEST OFFENSE

Paul's Jaw Breaker into Stone Breaker (zero-range elbow into uppercut) can set up short, but damaging combos. Tag a Bone Breaker (low kick into elbow) onto the end, and you've got some very dissatisfied customers. And, there's fun to be had starting combos with Paul's Sway technique.







(Bottom-left to Top) Keeping Nina away with a hefty reverse kick. This low kick is the start of a three-hit Sway combo. "King, dude, you try grabbing at me like that and you will eat my fist!"

10 HIT COMBO

If you don't have the will to come back after being flipped like a pancake by Paul's 10-Hit Combos, best join the winning team. Think you'll be this hot when you're 46? Choose life - choose Paul Phoenix!





















YOSHIMITSU

MECHANIZED SPACE NINJA

PROFILE

Country Of Origin: None (formerly Japan)
Fighting Style: Advanced Manji Ninja Arts
Age: Unknown
Height: 178cm
Weight: 63kg
Blood Type: O
Occupation: Leader of the Manji Clan
Hobby: Watching Sumo, Net surfing
Likes: Video game arcades (especially those in Shinjuku, Tokyo)
Dislikes: Villains, and poor losers (at video games)

Doctor Boskonovitch saved Yoshimitsu's life, so the story goes, but the circumstances remain unkown. Whatever, Yoshimitsu now fights to raise money for the Doctor B's research, and to aid the poor and disadvantaged. The ultimate favour Yoshimitsu can do for Doctor B is to bring him the blood of the God Of Fighting. With this Boskonovitch can complete his research, and bring back to life his daughter who died as a ginuea pig in his 'Cold Sleep' experiments.



Yoshimitsu can be very intimidating to fight against. This throw move against Hwoarang drains an opponent's energy!



FIGHTING AS YOSHIMITSU

Just as Eddy is viewed as the beginner's choice to frustrate experts, Yoshimitsu is the expert's choice to make fools of beginners or even advanced players. The Space Ninja requires skill to be effective, since he must keep the pressure on opponents to hide the fact that he has such poor defense. Be confident, however, and Yoshimitsu is the biggest crowd pleaser there is.

BEST DEFENSE

Since only good players should trust Yoshimitsu, it's best to have fun with defense. Yoshimitsu can heal himself, either by meditating or stealing an opponent's energy. Also warping behind opponents is a unique, and great gag if used skilfully. Yoshimitsu Flash is his best standard counter. His poison breath is a surprise move that only complete beginners will fall for, though it is cool.

BEST OFFENSE

Speed is important, since you're trying to keep opponents out. Yoshimitsu's Right Punch Uppercut is easy, and useful for setting up combos. Otherwise rely on the Manji Spin Punches into Spin Kick to keep opponents away. Accompany most combos with Attack Reversal Reversals for security.



An early design of Yoshimitsu, post *Tekken 2*, pre *T3*.







(Bottom-left to Top) While sitting like this Yoshimitsu regains energy. Same again here but he's more vulnerable – this is being cheeky! Yoshimitsu Flash will make Law wish he hadn't tried this.







(Bottom-left to Top) This knee strike is called Fubuki, and gets through quickly. Juggling opponents is a favourite of Yoshimitsu's. Hwoarang gets his legs whipped by Manji Kicks.

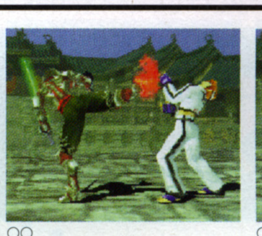
10 HIT COMBO

It's unlikely that you'll use many 10-Hit Combos with Yoshimitsu, as he is easy to counter. If you're chances are good, however, go for the ones ending with a Sword Stab.





















LING XIAOYU

HIGH SPIRITED GIRL

Despite being young and relatively small, Xiaoyu is a strong fighter. So powerful in fact that she once beat up a bunch of Heihachi's guards who found her hiding on the old man's private yacht. Her reason for being there was to meet up with Heihachi, who Xiaoyu knew to be a very wealthy man, and request some money from him – to build an amusement park! Heihachi was amused no little with Xiaoyu's show of strength for such a selfish reward, and entered her for the tournament.

PROFILE

Country Of Origin: China
Fighting Style: Hakke Ken, Hike Ken, and various Chinese martial arts
Age: 16
Height: 157cm
Weight: 42kg
Blood Type: A
Occupation: Student, Panda caretaker
Hobby: Traveling, visiting amusement parks all over the world.
Likes: Chinese steamed buns and shrimp dumplings. Peking Duck.
Dislikes: Maths teachers



FIGHTING AS XIAOYU

Anyone who can think as fast as Xiaoyu can perform will have no problem upsetting opponents. Xiaoyu's combos are quite easy to manage, though cause a great deal of damage and humiliation - especially since many are done with her back turned. Be constantly on the move, linking one technique with another, to become expert with Xiaoyu. And be sure to take extra care when her back is turned.







Xiaoyu has two Insult moves. Neither cause damage, though her wave slaps opponents away briefly.

BEST DEFENSE

A good Xiaoyu player can have fun combining side-steps with her Spinner – taking her behind, or well to the side, of an opponent very quickly. The Phoenix stance causes problems for opponents, as it is so low – they have to think harder to begin combos on Xiaoyu down here.







(Bottom-right to Top) In her Phoenix stance Xiaoyu is tricky to hit – plus she can fight back fast. Spinning out of harm's way, making Paul look foolish (not difficult). King gets the old heave-ho after Xiaoyu side-steps and throws.

BEST OFFENSE

The Mistrust technique is central to Xiaoyu's combo strategy, as it sets up all kinds of Juggling opportunities. Xiaoyu also has a range of powerful options from the Phoenix stance – popping up with mid or high attacks, or taking away an opponent's legs with kicks.



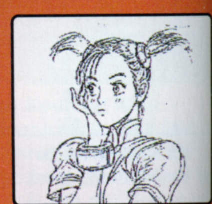




(Bottom-left to Top) Eddy Gordo (profile next month) is Launched by Xiayou's Wave Crest-Heavy – pop-up attack from Phoenix stance. Storming Flower ends a juggle combo, Mistrust Launches some of Xiaoyu's finest juggle combos.



School uniform. Play as Xiaoyu 50 times to earn this.



10 HIT COMBO

Though she only has two 10-Hit Combos, these rate among the most spectacular of all. Xiaoyu dances her opponents into a state of absolute despair while slapping them silly.





















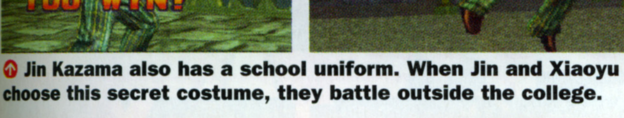
JIN KAZAMA

FATAL LIGHTNING

PROFILE

Country Of Origin: Japan
Fighting Style: Advanced Mishima style fighting karate. Kazama style of Self-Defense. (Combines his own method with that of his mother's)
Age: 19
Height: 180cm
Weight: 75kg
Blood Type: AB
Occupation: Martial artist
Hobby: Forest bathing
Likes: Mother's teachings
Dislikes: Deceiving others

Jin is the grandson of the legendary King Of Iron Fist, Heihachi Mishima. The God Of Fighting killed Jin's mother, Jun Kazama, when Jin was 15 – the same year he discovered demon-possessed Kazuya Mishima was his father! (Kazuya was killed by his father, Heihachi, because he was cursed.) Four years have passed. Under the expert tuition of Heihachi, Jin is now ready to avenge Jun's death. Little knowing that Heihachi is using him to lure the God Of Fighting...



Jin Kazama also has a school uniform. When Jin and Xiaoyu choose this secret costume, they battle outside the college.



FIGHTING AS JIN

Since he is the main character in the game, Jin is the best overall. He has no moves which are too strong, or too weak. Jin is fast, and versatile. He has solid defense, which includes Reversals, and a wide range of interchangeable Strings. A good Jin player should be able to turn any fight to his advantage by remaining unpredictable, and capitalising on speed.

Namco dropped the skull from the final costume.

BEST DEFENSE

Jabs, high and low, keep out most opponents long enough for Jin to find an opening. He can't be thrown while jabbing high, and low jabs stop a lot of stronger attacks such as side kicks. Jin also has one of the biggest side-steps in the game, and sound Reversals.







(Bottom-left to Top) Eddy gets stopped mid-cheese by a simple jab. King is reminded never to try anything funny by Jin's Attack Reversal. Jin's side-step is fast, and travels far, allowing him to reply with a swift Back Spin Kick.

BEST OFFENSE

Jin can go for damaging combos from an uppercut counter-strike, or Rising Uppercut. Both launch opponents to set up juggles. Rapid-fire punch combos, starting with swift jabs, is tactically sound too. Jin's Crouch Dash moves are full of surprises, he can pop-up with anything from a Dragon Uppercut to Tsunami Kicks.







(Bottom-left to Top) The Demon Slayer is fast and painful. Jin's Twin Pistons attack ends in an uppercut, which can start a juggle combo. Out of a Crouch Dash, and into Demon's Paw – straight into Lei's Wulong's gut.

10 HIT COMBO

Jin has four basic 10-Hit Combos, which can be adapted and/or extended to form others. This one is the easiest to perform, but the most damaging. It's weakness is that it can be stopped quite easily.

























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Goldeneye and *Diddy Kong Racing* proved what could be done with the 64-bit console. Now Rare are back with the Summer's biggest Nintendo game.

BANJO KAZOOIE

While *Donkey Kong* is waiting in the wings for his next epic, *Banjo and Kazooie* are about to be unleashed on a 3D platform adventure that's all their own. A brief appearance in *Diddy Kong Racing* probably wouldn't have won you over to Banjo's charms, but once you see his own game, all that will change. Prepare to venture through misty dry-ice as Banjo and Kazooie are about to become stars in your eyes!

UGLY AND THE BEAST (STORY TIME!)

The evil witch Gruntilda watches over the once peaceful valley from high up in her mountain-top lair. She's searching for a victim so she can use her favourite invention. If she finds a creature beautiful enough, her machine will suck the physical beauty from the victim, and transplant it onto Gruntilda, transforming her hideous features.By far the cutest creature of Spiral Mountain is Tooty, Banjo's sister. Gruntilda sweeps Tooty away on her broom and holds her prisoner in her lair. Banjo wakes up from his usual deep sleep, alarmed by all the noise. Kazooie is squawking at him to wake up and come quickly. Amid the noise, Banjo makes out the cries of Tooty. He leaps out of bed, reaches for his backpack and makes his way to Gruntilda's lair.



Gruntilda's spooky lair.



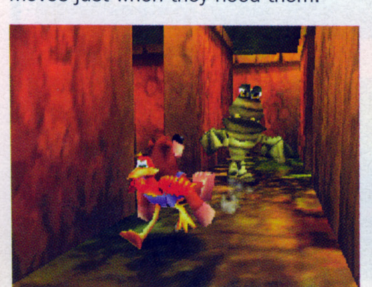
There's some real mutants who hang out around here.



No wonder she's a witch, this place is super freaky.

GETTING STRONGER

Another friend who'll help out the duo on their quest is Bottles, the mole. The duo need to search for Bottles to learn new moves, since he's their instructor. Bottles's training course should be the first place you visit in the game. He'll also pop his head out of a mole hill on later levels, teaching B&K some new moves just when they need them.



One of the moves you'll use the most is the Talon Trot, here Kazooie carries around his honey loving chum. He runs a lot faster than Banjo, see.



FOREVER FRIENDS

Banjo and Kazooie are this year's Mel Gibson and Danny Glover. They haven't got lethal weapons but they're the best of buddies. Banjo's a honey bear who's main hobby is sleeping, he also enjoys swimming and dancing.

Kazooie is a red crested breegull, a real loudmouth and always boasting. The two of them are a great team though, which is a great help because their adventure involves a lot of teamwork.



They're inseparable these two, and we think they're great.





The Rat-a-tat rap can peck enemies. Wait a minute, what is that thing?
Looks like this bull has seen Kazooie's red feathers. Better run to safety quick.
Ohmigod they killed Yoshi! Not really, but greenie is a meanie.




That big ape is Conga, solve his puzzle quickly or else!


Nipper the crab is another mini -boss. You can go in his shell!

WHAT'S WRONG WITH KEYS?

If you thought collecting all 120 stars in *Mario 64* was a lot of work, you should see the amount of stuff you have to collect in *Banjo Kazooie*. Before you can do this you have to get onto the levels, which is a huge task in itself. All the levels are accessed from Gruntilda's lair, and of course she's made things kind of difficult.

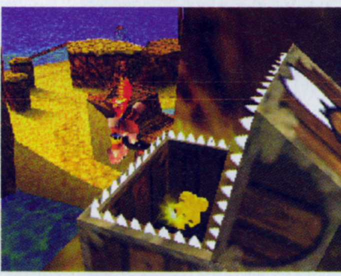
To access levels you'll need to find jigsaw pieces. There are 10 of these hidden on each level. Once the missing pieces of jigsaw are placed in a puzzle, the level will be opened. These puzzles, although they might look like it, are not like the portals in Mario, the level is opened elsewhere in Gruntilda's lair, and now you've got to find it.

Also blocking your tracks are the note doors. These can only be opened once you have collected enough musical notes, there are 100 on each level, but then you need large amounts to open these doors.


Who left these here?

A small piece of the puzzle.




That chest bites! Be careful.
Another piece of the jigsaw, and an ocean view to die for.

LOTS AND LOTS OF THINGS TO DO

Apart from the musical notes and more importantly the jigsaw pieces, there are lots of other objects to find on each level. One jigsaw piece on each level is obtained by finding five Jinjos. These creatures have been captured and hidden in each level by Gruntilda. You'll also need to stock up on eggs, these act as weapons for Kazooie, and are also needed in some puzzles. There are also extra lives hidden around, these take the form of golden Banjo statuettes, they're usually hidden in some very tricky to reach places. Finally there's honeycombs, these are used to refill Banjo's lost energy. If you find enough extra honeycomb pieces, Banjo's health bar can be extended.

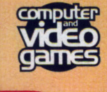




Launch an egg into the birds' beak.


Hello little Jinjo, I have saved you.


Those Jinjo's, they get everywhere.





VOODOO RAY

Another person who can help Banjo and Kazooie on their quest is Mumbo Jumbo, a former teacher of Gruntilda. The mystical shaman was transformed by the witches magic, so now his face has been replaced by a mask. Mumbo can be found on some levels in a strange skull hut. Next to Mumbo's seat is a sign displaying the amount of tokens Mumbo requires to perform his magic. Give him the tokens and he'll transform Banjo into a different creature, unique to the level. Where can you find these tokens? Hidden around each level of course.



Ever get the feeling you're being watched? That's a big snowman!

THE BEAR UP THERE

Banjo may be slow, but Kazooie is quick. Which is why they make such a good team. Being a bird, Kazooie also likes to get airborne, which comes in very handy but at a price. Yet more collecting is needed, this time you must search for red feathers, and also a flight launch pad. The pair can only really get big air from one of these pads. Once in flight, collected feathers are removed from your collection the higher up you go, and the longer you stay in the air.

Getting up high is a good way of checking out the levels.



Sometimes you'll find a little help to get you up in the air.



The sights you'll see on this adventure can be quite funny.

A WHOLE NEW WORLD

There are nine large levels to explore before you face Gruntilda for the final showdown. That may not be as many as *Mario 64*, but believe us, there's more to do. They all have the trademark Rare touches, with levels themed around similar ideas to those used in *Diddy Kong Racing*. Some of the highlights are a pirate ship, a swamp, a desert with pyramids and a snow-covered level with a giant snowman. The best is saved for last, Click Clock Wood is the final level, and it's split into four separate parts all representing the different seasons. This level could be a game all by itself, with some very original ideas and lots to do.



It's not all cute, cute, cute. Check out those detailed backgrounds and textures.



A giant tortoise! Hope he's friendly.





TOOTY NEEDS HELP

We're holding back on some of the coolest features of this game, but believe us they're special. *Banjo Kazooie* is going to be one of the games of the year, and we're already forming a queue to buy our copies.

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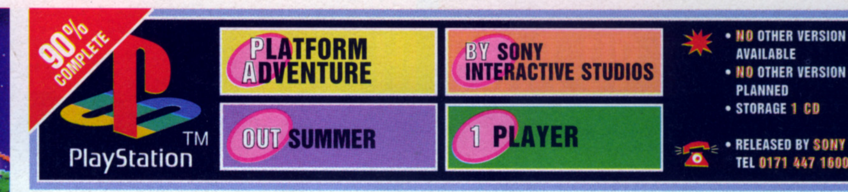
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Invading aliens, women in cages and a blond beefcake who thinks he can save the world. It doesn't happen only in the movies.

BLASTO™

Blasto is a space adventurer with troubles that make handling alien invaders look easy. *Blasto* made its debut at last year's E3 show. Hailed as being the next big thing, it was quickly brushed aside and forgotten about. Come Christmas '97 and the expected release date, the game was nowhere to be seen. Blasto has clearly had problems, but now Sony are once again confident that his time has come. His ship is about to land, and pretty soon you'll be able to decide if he really is a hero, or a zero.


Exciting crate-pushing action.



A force field blocks the exit.

YOU CALL THIS SAVING THE WORLD?

Each level is a three-dimensional maze, with Blasto having to find switches to progress further. These switches open up locked doors or move objects. You need a good memory to figure out where to go next though. Often the door just opened will be at the other end of the level. The levels also include many planes, best described as looking like a multistory car park with gaps everywhere. You must locate lifts or platforms to travel between these planes. In the tradition of all platform games, of course, this isn't easy.


Oh no, he's fallen down the plughole! Phew, it's just a lift.

MAKE ROOM FOR THE MUSHROOMS

The stage is set for the game to begin. Blasto must make his way through eight worlds, kicking alien ass along the way. Each stage sees him take one step towards his final showdown with Bosc the Terrible. Enter the 3D spaceports as Blasto embarks on his greatest adventure yet – er... his only adventure yet!



DO NOT FEAR BLASTO IS HERE!

TAKE THAT, SNOTBALL!

No platform game would be complete without enemies out to thwart you. Blasto features an army of aliens armed with ray guns, who'll pop-out from behind every corner waiting to zap Blasto in the butt. The easiest type to shoot are those that walk around, things get trickier when you have enemies firing at you that can fly. These aliens are also quite smart, if shot they will continue to move, to try and evade your fire. They will take cover behind objects, and can sneak an attack on you. Later levels provide some tougher, stranger looking opponents.



↑ **On his heroic quest, Blasto can make use of a number of power-ups. He can also find weapon add-ons to make his job a little bit easier. Weapon power-ups and health refills are hidden on each level.**



↑ **Look, it's Bosc. Shoot him. Oh, drat, it was only a video screen, but wait what's that giant eyeball? Scream! It's one of the aliens quick shoot it, shoot it! They're very cunning you see.**



A bug-eyed Mexican stand-off.



It's dangerous but he can do it.



You can even shoot the glass!



Shoot it! Shoot it! Shoot it!

HELLO LADIES

On each level there are scantily clad, caged females that Blasto must try and save. Don't ask us why the aliens have caged these women, it's not very PC. These cages are usually placed in some very difficult to reach places. Like the doors to progress through the levels, you must locate switches to release the cage. That's the easy bit. Then you must find the girl, who will now be wandering around where the cage was, if you can get to her, she'll reward you with a kiss.





LOOK ISSA CARTOON, INNIT?

Check out the looney intro that details Bosc's plans to invade Earth, and shows Blasto alerted to the danger. The whole look of the game has been inspired by classic Warner cartoons like Bugs Bunny and Daffy Duck.





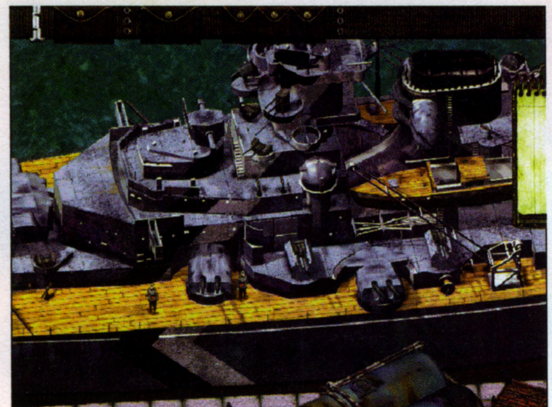
Blasto has got a really fat ship. That's fat as in large, not phat as in good, alright. Wonder what he keeps in there anyway.



DARN, DRAT AND BLAST-O!

From what we've seen of *Blasto* so far, we feel a little short-changed. At the moment the gameplay and levels are pretty predictable, hopefully deeper into the game exciting things will happen. We'll find out very soon.





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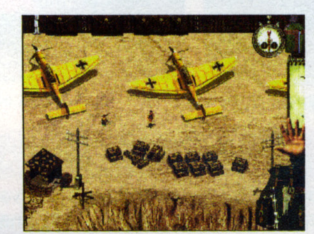
Infiltrate the enemy camp, slit the guards throat and drag his limp body behind cover. Storm the base and blow up the communi-cations post. That's just the first stage!



There is something about getting a gun into your hands that instantly makes everybody feel like the hardest man on the planet. Those that have experienced paintball will be able to vouch for this statement. That same feeling of tension has yet to be re-created onto a computer. Games like *C&C* had a good war feel to them, but you're not too bothered if one of your guys takes a pasting because you can just make another one. *Commandos* however, is nothing like that. You get the troops you're given and everything they do is down to you. If one dies, the level is over so you need the ultimate in tactical planning if you're going to survive. But do you have what it takes?



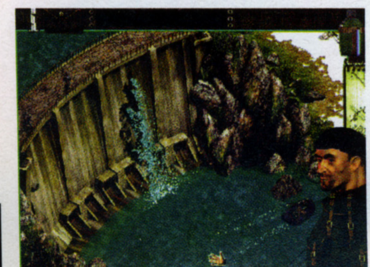
Once you've infiltrated the enemy base, set the explosives and get the hell out! The whole place is going up in smoke!











BEST OF THE BEST

The number of soldiers in your platoon is dependant on the tasks set for you on one of the 24 missions. A simple level will only require you to have 3 men, like the first one on the six stage demo we've played. You need to know which of the men does what, so you don't send the explosives man in to sweet talk one of the guards!

RENE DUCHAMP A.K.A. "FRENCHY"

'Frenchy' is the guy who waffles his way into Army History. A sabotage expert, he can assume the disguise of many different people to bluff his way into enemy camps. Speaks flu-ent English, French, German, Italian and Russian!

JAKE "BUTCHER" O'HARA

THE hardest man of the group. A fully fledged Green Beret, and a former boxing champ gets stuck in where it hurts. He can carry bodies away from danger areas and also move heavy barrels.

SAMUEL BROOKLYN

If something needs fixing, Samuel is the guy to do it. Having spent his younger years stealing cars and committing armed robbery, he then turned his attention to the special forces, where he proved a valuable asset in obtaining enemy vehicles.







THOMAS HANCOCK A.K.A. "FIREMAN"

'Fireman' is the teams explosive expert, and has earnt himself many honours during his long career in the Army. He has also learnt to make bombs out of virtually any material available to him. A very daring soldier.

SIR FRANCIS T. WOOLRIDGE A.K.A. "DUKE"

He may be 'standoffish' when it comes to battles, but when he is the expert marksman with the sniper rifle in his possession, does it really matter? Even when the going gets tough, you can always rely on Duke's steady hand.

JAMES BLACKWOOD A.K.A. "FINS"

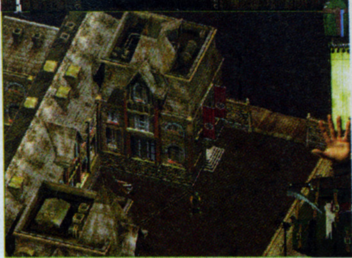
As a former member of the three time Oxford boat race winners, he is the guy that gets you from shore to shore. He also has a complete set of Scuba gear that is accessible once you get close enough to the water.




The flames reduce enemy sight.


The skulls are your dead troops.


A three way stand off! Cool!


A lone soldier is not all bad.

EASY DOES IT

The key to being successful in *Commandos* is stealth. There is no point in running in, all guns blazing because you'll simply get wasted. Your best ploy is to send in the 'Butcher' and take out the troops one by one. Killing a single guard in his own is easy, you simply select the knife, run up behind him and slit his throat. Carry the body away so the guards don't become suspicious. If there are a couple of enemies patrolling a certain area, use you handgun to finish them off. Each soldier takes three hits, but the guns have a very good rate of fire, giving you the advantage.



EYE, EYE, CHERRY PIE.

The 'Eye' icon in the top right of the screen is a very important tool you have use of. By clicking on this, and then moving the icon over an enemy sergeant, you'll be able to see their entire field of vision. It'll show you which objects they cannot see around, who or what they are guarding, and the distance they can shoot at you with. If you stray into the light green area of their sight, you'll be subjected to an absolute pasting, as this is the 'guaranteed hit area' if you like. The light green section is further away and obviously, the shots have less chance of connecting.

The gun icon shown here means that any target here will be out of range. You need to get closer.

AT THE BOTTOM OF THE OCEAN

'Fins' is one of the most important members of the team. He is the guy that can pilot the inflatable dingy if necessary, and also has a complete Scuba outfit on him, so he can swim from island to island to take out any guards on his own. However, he cannot run very quickly, due to the immense weight he carries with him. To use the scuba gear, all you have to do is run to the edge of the water, and a gas cylinder will appear on his backpack in the bottom right corner of the screen. Click on this and he'll dive in, ready for action. The benefit of this, is that you can sneak right up to men while still in the water, dive out and slit their throats before they have any idea what is going on!



THE KEY TO VICTORY

To save you from clicking all over the screen, pulling out various weapons and wasting time, all of the important moves have shortcut keys on the keyboard. For instance, of you want to make a guy run to a barricade, crouch behind it, then storm a guard and slit his throat, you can do it doing three simple button commands. Double click where you want the guy to sprint to, and hit C to crouch. S makes him stand up and X pulls out the knife. Double click the knife icon on the guy you want to top and that it. One dead guy in double quick time.


Footprints alert any nearby soldiers.

EVERYBODY GET DOWN!

The aspect of *Commandos* that has the most potential is the multiplayer element. Although not yet installed into the demo version, the multiplayer game will let up to six people take control of one troop at any time. This means that you don't have to think about who does what, but can instruct others to get in where it hurts, or even cover the forward running enemy to distract the enemy fire!


Once you make a noise, or gunshots are fired, troops start to pour out of the houses in an attempt to ambush you.

SIR YES SIR!

Commandos has a ton of potential, and at this early stage looks as though it could be fulfilling it. It really engrossing and you find yourself getting sucked into the missions without realising! However, the demo version did have a few bugs in it, so we'll reserve any major judgement until the review, which will be in next months issue.





It may look like a basic platformer with a pink-haired caveboy, but Tombi is one of the most imaginative games we've ever played!



Capcom is one of the most famous and respected games companies in the world, producing an endless stream of classics that have entertained us over the years. Although not released by that famous company, Tombi has a common link with them. And that link is Mr Fujiwara, the creator behind some of Capcom's greatest hits. His career highlights include *Ghosts and Goblins*, *Street Fighter*, *Mega Man* and *Resident Evil*. Looking for a new challenge, Mr Fujiwara has set up his own software company and, through a deal with Sony, is to start the ball rolling on some new projects. *Tombi* is the first of his new ventures.





WHAT'S HE DOING TO THATPIG?

Watch someone playing Tombi and you might not see anything amazing. From a distance it seems an average platform game, with simple graphics. But play the game and you'll be surprised. Although *Tombi* is like a 'Now that's what I call music' compilation of platform's greatest hits, it does have a few tricks buried in the hero's pink hair. The objects he collects allow Tombi to deal with hazards and give him new abilities.

Do you die your hair or is it naturally pink?

Tombi can attack his enemies by climbing on their backs and biting them. We know it looks a bit risque but it's only a little biting, honest!

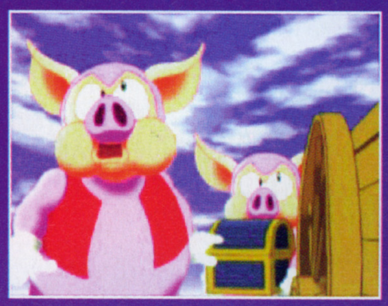
SQUEAL LIKE A PIG

Tombi is a pink-haired caveboy. Like us, lots of the game's other characters think it's strange that Tombi's got pink hair. But anyway, the boy is about to become a man because he's embarking on a great adventure to reclaim his Grandpa's stolen bracelet. Tombi must search for seven evil pigs who have brought havoc and misery to the land, stealing belongings and causing confusion. They've also changed the once-beautiful landscape into something to suit themselves. The change has caused all kinds of problems for the locals. It's up to Tombi to try and solve everyone's problems, and rid the land of those evil pigs.



Tombi gets in a flap, caught trying to pinch that big egg. He'll soon fall back down to Earth, but that bird looks angry so he better seek shelter fast!












TOMBI LIKE UM PINK HAIR

Tombi is a classic mix of old and new. A side-scrolling platformer featuring 2D characters and 3D backdrops. But there's more to this game than meets the eye. We said *Tombi* was side-scrolling, maybe that was a little lie, because although the game tricks you into thinking this, *Tombi* can venture in and out of the screen to search for objects and a way through the levels – thanks to the 3D backdrops. It may look simple but *Tombi* is smarter than it first appears.



Climbing up here, will allow T to make a massive fried egg.



Search everywhere for other paths. It's pretty easy really.

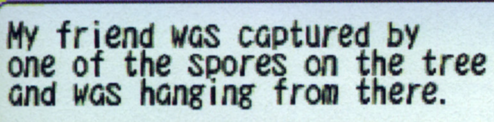
GOTTO DOUBLE BACK AGAIN

Tombi's path is often blocked by friendly people who need help. The only way to progress is to solve their problems. This involves doubling back on yourself to search for lost or hidden objects and people. You also need to look for other routes for the journey. This is where the 3D comes into play, as you must find paths leading into or out of the screen. This is where *Tombi* gets exciting. There are lots of secrets to find and small sub-games to play – and points to rack up. If you manage to find everything, you're a true master!





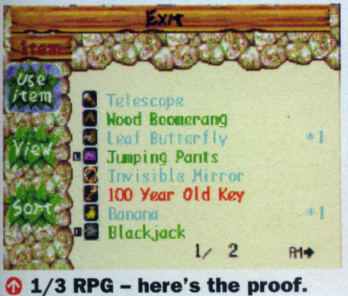
Collect bananas from this guy and go visit the monkey.





Not quite Final Fantasy, but it'll do. Now let's save his friend.





1/3 RPG – here's the proof.

Ball and um chain, hit, hurt!



Platforms, jumping, sorted!

TOMBI UM COMIN' AT YA!

Tombi should be ready to roll in the Summer, and looks likely to please those looking for some simple platform thrills. We'll bring you more soon.







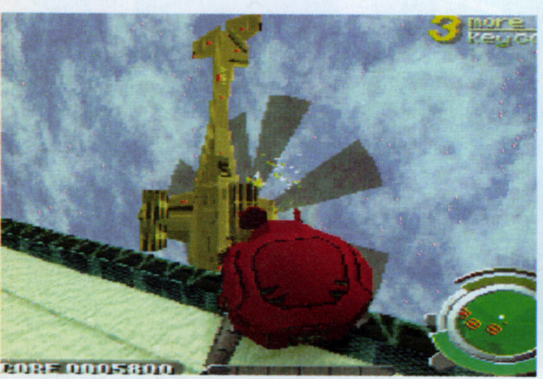
The immensely popular and hardcore Manga story is adapted for PlayStation, with some top tunes and great gameplay.



In the middle of the current fad for great graphics and crap gameplay, games like *Ghost in the Shell* come as a pleasant change. This ain't no formulaic fighting or driving game, you can be sure of that. In addition to the original gameplay there's an impressive soundtrack with top DJ Dave Angel, one of a host of names who have mixed for the game. One of the only reasons to stay indoors this summer.







Shoulder buttons are strafe buttons, and, if you hold them both down, you get a burst forward. However, you cannot climb buildings when dashing.



You have three main weapons: a machine gun, missile launcher (activated by holding down shoot so the bombs home in), and a grenade launcher.

BARREL OF LAUGHS

Ghost In The Shell is no pushover. The first really tough mission you come to is stage three, in which you're given a set time limit to blow up a series of oil drums. In addition to having the enemies to dodge, you have to look up and down to locate the barrels, as well as in front and behind.

After you've blown up the initial batch, you have to move to a new area with even more barrels and an even stricter limit. There's no room for error with the clock ticking, because the game isn't exactly over-generous with the seconds!







WHY IS THIS COOL THEN?

In short, *Ghost In The Shell* is a lot of fun. The controls get you straight into the gun blasting action, without having to wade through an instruction manual to work out what to do. The gameplay is very addictive, that's why it's cool.

You have to shoot the laser firing enemies to cut out the beam. Or you can simply jump over them!

This boss spins around the arena belting out this huge laser at you. Use the strafe buttons to avoid its reach.





RENT A GHOST

We'll be reviewing *Ghost In The Shell* next issue, when we'll tell you whether it lives up to its early promise.

OFFICIAL

THIS STEERS PRETTY DAMN SWEET, 93% - PLAYSTATION PLUS









GIZMO PALACE

STOCKING FILLERS IF IT WEREN'T SUMMER!

GIZ MORE!

SCORPION GUN

This new lightgun for Saturn and PlayStation looks hyper-realistic, apart from the long lead sticking out from the handle, and is Guncon compatible. It also features a rather weedy vibration when you fire. Not bad, but it's more of a handbag weapon.
£19.99 By Fire, available at all good game stores now.

MAD CATZ WHEEL

The only official PlayStation wheel, and it's not bad. There's a little gear stick, and some pedals and the wheel also turns! Everything you'd want in a wheel really.
£36.95 by Mad Catz. Out now.

SPAWN FIGURES

Based on the hit comics, and not-quite hit movie and poor game. These two figures are from the latest mad range, Manga Spawn series 2. Featuring amazing detail and weapons. They look so good, hang 'em up on your wall.
£16.99 t0 £18.99 By Kids International, available from branches of Beatties and Forbidden Planet.

WHO'S BEEN PEEING ON THE LAMPOSTS ROUND MY MANOR? I'LL HAVE YA!

ANIMATED PETZ

Based on the successful PC games Dogz and Catz, these plush pets are a lot easier to look after. Each come with accesories that are sensor activated and produce sounds. Give the dog his bone and he'll chomp and bite it. Cool!
£29.99 By Toy Options, available from all good toy stores soon. Call 0161 633 9800 for info.

TEKKEN 3 CONTROLLER

Out now in Japan is the ultimate contoller to play the latest in the Tekken series. It's expensive and big, but we know some of you will want it.
£prices vary, contact importers.

WANNABE A POP STAR GAME

Become a band and create music. Choose band members, make a record then get spots, and break up.
£29.99 by Attica out now.

PLAYSTATION GLOVE
Simply called 'The Glove', now you can play games with the added luxury of not having to hold something. The Glove reads brain patterns, er... no it doesn't. It simply responds to the way you move your wrist. Allowing you to hold your favourite beverage, and play a game at the same time, or reach for a box of tissues.
£49.99 By Reality Quest, available at stores now.

SUPER SOAKERS
What the Summer was invented for. Fill your day-glo weapon with water and soak someone, super! These are the cutting edge of water pistols, used by the SAS and Navy Seals on covert operations. Or maybe not. Our personal favourites are the XXP 275 and CPS 2000, they'll make a very dry thing quite wet!
£4.99 to £29.99 By Toy Options, available from all good toy stores.

FINAL FANTASY VII FIGURES
Free the Midgar seven, or collect them. The cool figures form the hit game finally arrive in the UK. Now your favourite Fantasy will never need to be Final! Just have new adventures over and over again.
£8.99 each By Bandai, available soon.

'COS WE ARE LIVING IN A MATERIA WORLD, AND I'M A MATERIAL GIRL

NEW PLAYSTATION PADS
The Gamester analogue and official England joypad are in stores now. Why Eng-er-land need an official joypad we don't know, but it's still good to know you have a choice.
England pad £11.99 and £19.99 gift pack, Analogue pad £19.99. Both from Gamester in stores now.



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FREEPLAY

GAMING: THE NEXT, NEXT GENERATION

Project X Meets DVD in Hardware Combo Extravaganza

Regular readers will have heard of VM Labs' Project X, the supposedly Mario-killing game hardware that is being developed in secret by a team of ex-Atari designers. After months of speculation over whether this would be a fourth force in the console market, who was developing the software and which giant corporation was putting up the money, some confirmed information has emerged.

The story is that Project X will NOT be released as a standalone console. Project X is a technology that is being supplied to some major consumer electronics corporations to be incorporated in the domestic Digital Versatile Disc players which are set to flood into homes all over the world.

A DVD, for those of you who don't know, is a storage medium that's the same size as a regular CD but has much higher capacity. The most talked-about use that DVD is being put to is as a high-quality video player, producing Laser Disc-quality audio and video without the bulk or the inconvenience of having to turn the disc over halfway through a movie. One of the reasons it can hold so much movie data is that the information is encoded using the compressed MPEG-2 format, which is decompressed and decoded by hardware inside each DVD player.

Where does Project X fit in? The Project X hardware is sold as a chipset, based on a single chip media-processor with a built-in MPEG-2 decoder as well as powerful game-capable hardware. VM Labs are supplying it at the same price as standard MPEG-2 decoder gear to encourage manufacturers to choose their hardware and release DVD players that are also all-in-one interactive entertainment boxes.

Of course, all this has been tried and failed before, with Philips CDi, the Apple/Bandai Pippin and 3DO, but this time the technology seems to be there to support the dream. DVD is a more viable video player alternative than Philips' VCD ever was, and the Project X hardware has the power and versatility to handle high-performance games. VM Labs claims its media processor chip delivers power equivalent to a very high-spec Pentium 2 PC. There's no faulting VM Labs' plan to get the hardware out there, either – the potential audience for Project X games (and all kinds of other software) is huge, and they don't even have to fight it out in the very bloody console market.

If only VM Labs can get game developers on board. The company says that it has been shipping around 25 development kits a month since last December and there are apparently between 60 and 80 development teams who are currently working on titles – though not all of those are necessarily game titles.

It's still early days for Project X and DVD, though. The first Project X-equipped DVD players aren't scheduled to appear until this time next year, and for the moment, many developers seem to be prioritising work on titles for money-machines like the PlayStation.

But with everyone and his granny backing DVD and its variations as the format of the future (for just about everything), Project X looks set for big things. It may not be a hardcore gamer's machine like Katana, but if things go according to plan for VM Labs and the whole home entertainment industry, it could well become a more universal format than even the PlayStation.

IT'S THE RED-HOT CHILLI PEPPER RUMOURS

• Many a vote for the *Goldeneye* sequel in our Readers' Most Wanteds, but let's not forget that, while Rare is producing a follow-up to their *Goldeneye* game, EA own the video game rights to the latest Bond film, *Tomorrow Never Dies*. An announcement on the Rare game is being made at E3, but early rumours are that Rare don't mind the lack of a licence as it has given them a free hand to add loads of weapons and more "fantasy elements" to the game. Intriguing!

• Core's *Tomb Raider* team have candidly revealed that *Tomb Raider II* was just something they knocked up in no time flat, unlike the forthcoming *Tomb Raider III* which will have an entirely new game engine and is scheduled to be in development for two years at least.

• First came *Parappa*, then *Spiceworld*, then *Fluid* and *Bust-A-Move*. Next to join the PlayStation music game melée is Virgin's Puff Daddy title, which is currently in development for a late-1999 release. Seems a long way off to us – is Puff Daddy really going to be around that long? Perhaps Virgin should protect their investment by issuing him with a bullet-proof vest.

• Finished *Res Evil 2* already? Well, just sit quietly for a while because *RE3* is coming and all the indications are that it will be even bigger than the last one. The Japanese mags are running double-page adverts from Capcom in which they're advertising for around 20 extra staff to work on the new title.

• Capcom has signed a deal with *Spawn*-creating toy manufacturer, Todd McFarlane, to work on possible joint projects. The speculation is that this will either mean Capcom producing some kind of Spawn beat-'em-up, or McFarlane bringing out a new line of action figures based on a Capcom game – *Darkstalkers/Vampire Savior* would be an obvious choice.

• One of the variations on the new DVD format, DVDix, is causing cries of "rip-off" in the USA. Major Hollywood studios and some software publishers are considering using the format for their video and game titles because every time you watch the movie or play the game they can charge you a fee ($4.95 a pop has been mentioned). The discs work on special DVDix players, which have a built-in modem so they can tell a central computer when you're using the discs and bill you accordingly. Considering the cost involved it's hard to imagine DVDix ever taking off, but what's worrying is the talk that eventually all video and game titles will use the format and there'll be no escaping mega bills for your home entertainment.

READERS' MOST WANTED CHART

After a couple of months of mid-chart lingering, Tekken 3 finally hits the top of the charts, along with Sega's Katana. Both these are covered extensively in this month's CVG in other sections.

1.	TEKKEN 3	PLAYSTATION
2.	NEW SEGA MACHINE	SEGA
3.	ZELDA 64	N64
4.	FINAL FANTASY VIII	PS/PC
5.	PANZER DRAGOON SAGA	SATURN
6.	F-ZERO X	N64
7.	TOMB RAIDER 3	PS/PC
8.	GOLDENEYE 'SEQUEL'	N64
9.	SEGA RALLY 2	SATURN
10.	PLAYSTATION 2	SONY

The vast majority of votes we received were for *Resident Evil 2* and *Gran Turismo*, but they're both out now so they don't qualify for the charts. Some active Sega voting puts *Panzer Dragoon Saga* in at number 5 and *Sega Rally 2* (on Saturn/Katana) in at 9. Other interesting Sega nominations were for a Saturn *Streets of Rage* game (mmm!), a *Wonderboy* compilation (uh?) and a Saturn/Katana update of EA's Mega Drive street-skating "epic", *Skitchin'* (double-uh?). Maddest retro idea of all was for a Playstation version of Atari's ropey old three-player coin-op, *Xenophobe*. It *is* possible to take nostalgia too far, y'know.

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computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**NE**	**GRAN TURISMO**	**PLAYSTATION**	**S.C.E.E.**
2	1	RESIDENT EVIL 2	PLAYSTATION	VIRGIN
3	2	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
4	3	TEKKEN 2: PLATINUM	PLAYSTATION	S.C.E.E.
5	5	CRASH BANDICOOT: PLATINUM	PLAYSTATION	S.C.E.E.
6	6	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
7	7	MICRO MACHINES V3: PLATINUM	PLAYSTATION	CODEMASTERS
8	8	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
9	10	GOLDENEYE 007	NINTENDO 64	THE GAMES
10	11	TOMB RAIDER: UNFINISHED BUSINESS	PC CD-ROM	EIDOS
11	9	ULTIMATE SOCCER MANAGER '98	PC CD-ROM	CENDANT
12	4	THREE LIONS	PLAYSTATION	TAKE 2
13	12	ISS PRO: PLATINUM	PLAYSTATION	KONAMI
14	15	DESTRUCTION DERBY 2: PLATINUM	PLAYSTATION	PSYGNOSIS
15	NE	MYSTICAL NINJA 64	NINTENDO 64	KONAMI
16	14	GRAND THEFT AUTO: SPECIAL EDITION	PLAYSTATION	TAKE 2
17	13	WIPEOUT 2097: PLATINUM	PLAYSTATION	PSYGNOSIS
18	RE	SOVIET STRIKE: PLATINUM	PLAYSTATION	EA
19	RE	PORSCHE CHALLENGE: PLATINUM	PLAYSTATION	S.C.E.E.
20	19	LULA: THE SEXY EMPIRE	PC CD-ROM	TAKE 2

JAPANESE MULTI-FORMAT SALES TOP 10

1	**VAMPIRE SAVIOUR**	**SATURN**
2	EVANGELION	PLAYSTATION
3	TEKKEN 3	PLAYSTATION
4	PARASITE EVE	PLAYSTATION
5	GRAN TURISMO	PLAYSTATION
6	GUNDAM	SATURN
7	SAKURA WARS	SATURN
8	TAIL CONCERTO	PLAYSTATION
9	BIOHAZARD 2	PLAYSTATION
10	PLAY STADIUM 3	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**1080° SNOWBOARDING**	**NINTENDO 64**
2	TRIPLE PLAY 99	PLAYSTATION
3	POINT BLANK	PLAYSTATION
4	SAGA FRONTIER	PLAYSTATION
5	YOSHI'S STORY	NINTENDO 64
6	DEATHTRAP DUNGEON	PLAYSTATION
7	RAMPAGE WORLD TOUR	PLAYSTATION
8	RESIDENT EVIL 2	PLAYSTATION
9	GOLDENEYE 007	NINTENDO 64
10	DIABLO	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**J-LEAGUE WINNING ELEVEN**	**PLAYSTATION**
2	TEKKEN 3	PLAYSTATION
3	MORTAL KOMBAT 4	PS, N64
4	FLUID	PLAYSTATION
5	SPECIAL OPS	PC CD-ROM



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	PANZER DRAGOON SAGA	SEGA
2	BURNING RANGERS	SEGA
3	WORLD LEAGUE SOCCER	SEGA
4	WHIZZ	SEGA
5	COURIER CRISIS	TAKE 2

SATURN IMPORT TOP 5

1	POCKET FIGHTER	CAPCOM
2	CODE R	QUINTET
3	IMAGE 5 AND X MULTIPLIED	X-ING ENT
4	PRINCESS MAKER	GAINAX
5	LANGRASSER 5	MESSIAH

PLAYSTATION U.K. TOP 5

1	COLIN MCRAE RALLY	CODEMASTERS
2	DEAD OR ALIVE	SONY
3	MORTAL KOMBAT 4	GT INTERACTIVE
4	WILD ARMS	SONY
5	GHOST IN THE SHELL	SONY

PLAYSTATION IMPORT TOP 5

1	TEKKEN 3	NAMCO
2	PARASITE EVE	NINTENDO
3	XI [SAI]	SCE
4	POCKET FIGHTERS	CAPCOM
5	STOLEN SONG	SCE

PC TOP 5

1	UNREAL	GT INTERACTIVE
2	SENSIBLE SOCCER 2000	GT INTERACTIVE
3	DUNE 2000	VIRGIN
4	COMMANDOS	EIDOS
5	SPECIAL OPS	TAKE TWO

NINTENDO 64 TOP 5

1	BANJO AND KAZOOIE	THE GAMES
2	MORTAL KOMBAT 4	GT INTERACTIVE
3	YOSHI'S STORY	THE GAMES
4	GT 64	INFOGRAMES
5	FORSAKEN	ACCLAIM

NINTENDO 64 IMPORT TOP 3

1	1080° SNOWBOARDING (USA)	NINTENDO
2	RAKUGA KIDS	KONAMI
3	SUPER BEDAMAN BATTLE PHOENIX 64	HUDSONSOFT

GAME BOY TOP 3

1	POCKET CAMERA	THE GAMES
2	POCKET PRINTER	THE GAMES
3	BUST A MOVE 3	ACCLAIM

ARCADE TOP 5

1	STREET FIGHTER ALPHA 3	CAPCOM
2	SOUL CALIBUR	CAPCOM
3	FIGHTING VIPERS 2	AM2
4	LIBERO GRANDE	NAMCO
5	DOWNHILL BIKERS	NAMCO

CVG'S WORST 15 CELEBRITY-ENDORSED GAMES

1. PELE
2. FRANK THOMAS BIG HURT BASEBALL
3. TOMMI MAKKINEN RALLY
4. GEOFF CAPES STRONGMAN CHALLENGE
5. SAM FOX STRIP POKER
6. JOANNE GUEST VIRTUAL GIRLFRIEND
7. SHAQ-FU
8. JACK CHARLTON'S MATCH FISHING
9. EDDIE KIDD STUNT CHALLENGE
10. EDDIE THE EAGLE SKI JUMP CHALLENGE
11. JORDAN VS BIRD
12. BARKLEY: SHUT UP AND JAM
13. FRANKIE GOES TO HOLLYWOOD
14. AYRTON SENNA'S KART DUEL
15. MICHAEL JACKSON'S MOONWALKER



The magazine you are currently reading is the longest running video games magazine in the world. Others have come and gone but, after 200 issues, only one is still here.

In 1981 most magazines that dealt with the new hobby of computing were very serious publications. Games were frowned upon, a debasement of such expensive technology. Well, thousands of kids out there didn't care. They just enjoyed slaughtering Space Invaders by the thousand and chomping power pills with their Pac-man. They needed a magazine too, so CVG was born.

Way back when... the very first issue of Computer & Video Games

WHEN I WERE A LAD

The first issue of Computer & Video Games was dated November 1981 and was first available to buy on October 15th. The cover proclaimed that it was "the first fun computer magazine".

The first issue looks a lot different to today's incarnation. There were very few pages that contained colour, and if you wanted a screenshot... well forget it. Not exactly a visual feast. A large proportion of the magazine was dedicated to "type-ins". These were primitive BASIC language programs that readers could type into their computers to give them simple games to play. The listings went on for pages and took days to enter correctly. Often the following month corrections would be printed after the magazine was besieged by angry Acorn Atom owners saying their game didn't work.

ONE MAN'S STORY

One reader of RETROGAMER wrote and told me of his experience. He got his Mum, who was a touch typist, to enter in a listing for his Commodore 64. Even at the speed his Mum typed it took an hour and ten minutes to do. So eager was he to play this new game that he started it without first saving it on to a cassette tape. He typed RUN and it crashed instantly. His Mum never did anymore typing for him after that.

WIN A COIN-OP WORTH BIG MOOLAH

A big attraction of the first issue was the competition to win a genuine table-top Taito Space Invaders machine. In issue 100 CVG gave away a Turbo Outrun coin-op.

There are many other differences between then and now. The April 1982 edition contained tips on Battlezone. Sixteen years later everything has changed and CVG carries tips on, erm... *Battlezone*. There was a page dedicated solely to *Chess*!

'PLAN NINE' FROM OUTER SPACE

The cover of a magazine is of course a major factor in attracting people to buy it. The October 1982 edition tried something different by having a largely black and white cover that looked like a newspaper. Four fake stories (allegedly written by people with names like Ivor Storey) completed the look and meant that even regular readers missed the magazine on the shelves. It was the worst selling issue they'd had so far. Doh!


Computer & Video Games
OCTOBER 1982 75p

SPACE WATCH

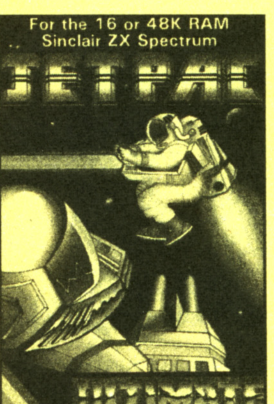
Galaxian Colony II!

NEW ALIEN PANIC in wild strawberry patch

Hungarian Squares Puzzle

Bad move... making the mag look like a newspaper lost readers

PLAY THE (SAME) GAME



Very few companies have lasted from these early years but many individuals from these classic days lurk behind new company names. In July 1983, CVG reviewed *JetPac* from a company named Ultimate Play the Game. They loved the game, awarding a score of 9,9,9. It went on to sell 330,000 copies to hungry Sinclair Spectrum owners. Ultimate were voted C&VG Software House of the Year in 1983. After forming Rare Ltd in 1986, these coders went on to produce the all-conquering *Goldeneye* for the Nintendo 64. A company called DK'tronics advertised games named *Deflex* and *Rox* in the first half of 1982. These were the work of Jeff Minter, who is rumoured to be coding *Tempest 3000* for the new super console from VM Labs. Old coders never die, they just disassemble.

PLAY GAMES FOR A LIVING



Don't ever let your parents tell you playing games is a waste of time – it could lead to great things. CVG used to hold competitions to see who was the best arcade game player in the country. In July 1983, this was won by an ace *Defender* player Julian Rignall (left – the one with no beard). He won a coin-op *Galaga* as his prize. CVG later carried *Pole Position* and *Galaga* tips written by Rignall. He then got a job writing reviews for C64 magazine Zzap!64 and in time rose to edit that magazine. He then joined Emap Images as deputy editor of CVG, became editor and went on to launch *Megatech*, *Nintendo Magazine System* and *Mean Machines* – one of the most successful launches in the history of Emap. This was all topped when he got a job in America as Creative Director at Virgin Games' California office. So you're not wasting time – you're doing research.

CELEBRITIES!

CVG has had all the big names on its cover. Danger Mouse, Daley Thompson, Doctor Who, Sherlock Holmes and the Hulk have all graced it. One-time Page 3 Girl Maria Whittaker and future Gladiator Wolf were also on the cover, wearing very little to publicise *Barbarian* by Palace Software.

FREEBIES!

Game players have been lured to buy CVG by many and varied gifts sellotaped to the cover over the years. There have been badges, holograms, a plastic stick (whoo!) and a flexi-disc. For those of you too young to remember, a flexi-disc was a 7-inch single made out of wafer thin plastic. The October 1984 edition carried a disc containing an adventure game based around the popular beat combo the Thompson Twins. The storyline was based around their top 3 hit, *Doctor Doctor*.

Happy Birthday CVG! In issue 300 I'm sure Keith's Retro Ranch will be all about the ancient Nintendo 64.





THE LEGEND OF LOMAS

Playing video games all day, every single day of the year takes its toll on the human body. Why, only the other day I saw a 12-year-old in the arcade and he had to use a zimmer frame to get around. His flowing white beard kept getting tangled in the joystick of a *Tekken 3* machine as well. But boy, was he good at *Mad Dog McCree*! Ya-ta!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and we don't want big lists of cheats for ancient crappy games. Thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

FIFA 98: RTWC

As well as the name change cheats, try these ones out.

To change the lighting in the game, pause and press **S, T, X, S, T, T, X, X, S, S, S, S, S, T, T, T, T, T** while on the options screen.

To give yourself loads and loads of cash, go to the Club Transfers screen and press **Square, X, Square, L2, L1.**

For infinite player attributes, go to the Player Edit screen and press **L1, L2, X, Square, X.**

WORLD LEAGUE SOCCER

To turn all of the player names to the real-life ones (including the entire commentary!), go to the Player Editor screen and select any English team. Now pick any player from that team and change their name to **TEAMTWO**. A new option called Defaults 2 will appear, and selecting this changes all the player names to normal.

RASCAL

To have access to any level you want, enter your password as "**house**" and start a new game. Now while playing press R1 to change your level or R2 to change your room. Easy peasy.

PITFALL 3D

These cheat passwords should be entered just like normal ones.

GIVEMELIFE	10 lives
STEVECRANEME	99 lives
BIGHEADHARRY	Big head mode
CREDITS	View credits
2DHARRY	Flat Harry
ZEROGHARRY	No gravity
STOPTALKING	No speech
PITFALLCOMIC	Watch the cutscenes
PLAYMOVIES	Watch the movies
VIGILANTE	Play *Vigilante 8* demo
CRANESBABY	Play original *Pitfall*

These cheats are for the original version of *Pitfall*. Just enter them while playing.

L1+L2	Infinite lives
R1+R2	Gary head
R1+Circle	Elvira head
R1+Triangle	Makes crocodile say "Hi Mom" (only on a crocodile screen)

These next passwords let you play on any level...

1. Training	**CAKEWALK**
2. City Of Shenrak	**METROPOLIS**
3. Caverns	**DEEPDARK**
4. Moku Temple	**TEMPLEME**
4a. Gladiator	**GEEHEISBIG**
5. Blister Fields	**HOTROCKS**
6. Desert - Volcano	**GOINGDOWN**
7. Blazing Flood	**WOWTHATSHOT**
7a. Kryll Thular	**BIGWORMGUY**
8. Cell Blocks	**JAILBREAK**
9. Life Extraction	**THUNDERDOMES**
10. Dark Vale	**MAGICGARDEN**
11. Crystal Matrix	**SPOOKYMESAS**
12. The Scourge	**BESTFORLAST**

SKULL MONKEYS

These cheats to give yourself extra goodies should be entered while the game is paused.

Extra Lives
L1, T, Down, Left, C, Select, S, Right
Shoot Head
Down, S, T, Down, Down, S, S, Right
Fart Head
R1, Left, Up, L1, L1, S, Right, Select
Phoenix Hand
S, T, R2, Left, Select, C, T, Right
Universe Enema
Left, T, Right, Down, T, Select, Select, Select
Shield
R2, C, C, Down, Left, C, Right, Down
Bullets
Down, C, Up, R2, Left, T, Select, Select
Curly Cue
R1, Right, C, R2, R2, S, Right, Select
Halos
R2, C, C, Down, Left, C, Right, Down
Super Willie
R1, Left, S, T, L1, T, R2, Select

These bonus mode cheats should be done in the same way, while the game is paused.

Slow Motion
L1, T, Left, Down, R2, T, Left, Select
Super Fast
Left, S, R2, C, R1, Down, C, R2
Freeze Klaymen
L2, Left, C, R2, Down, S, T, Down
Change Klaymen Colour
L2, C, C, Left, Select, L2, Up, Down
Mad Klaymen
Down, Right, T, L2, Up, Left, T, Select
Flea Klaymen
R1, Left, S, T, R1, Left, S, T

WCW NITRO

To be able to choose any of the wrestlers in the game, go to the main menu and press **R1+L1, R2+L2, R2+L2, Select.**

To give the wrestlers big hands, go to the mode select screen and press **L2 seven times, then press L1 17 times.**

To give the wrestlers big heads, go to the mode select screen and press **R1 seven times, then press R2, then Select.**

To give the wrestlers big hands, feet and a big head, go to the options screen and press **R2 seven times, then R1, then Select.**

To gain access to some bonus rings, go to the options menu and press **R1, R2, R1, R2, L1, L2, L1, L2, Select.**

While playing in the disco ring, throw your opponent outside and when they stand up, press the **L2** button. They'll do the YMCA dance and you can keep them doing it until the timer runs out and they lose.

To choose your ring, go to the main menu and press **L1, L2, R1, R2, L1, L2, R1, R2, L1, L2, R1, R2, L1, L2, R1, R2, Select.**

For "Voodoo Mode", go to the wrestler select screen and press **L1 seven times, then L2+Select.** Now when you play, the wresters' heads will get bigger as they take damage.

NIGHTMARE CREATURES

To shrink all of the monsters and give them squeaky high-pitched voices, you first have to put in the cheat mode code which we printed in issue 197. (You have to go to the password screen and press **Left, Up, X, Square, Down, Triangle, Square, Down**, by the way).
Once you've done that, stay at the title screen and press **L2, L2, R1, R1, L1, R2, Select.** Now choose the new Reduce option as you start the game.

SPAWN

Pause the game while playing and enter any of these codes to use the cheat options.

Level skip
Hold L1+R1+L2+R2 and press T, X, S, C, C, C
Invincibility
Hold L1+R1 and press T, T, X, X, S, C
Refill health
Press L1+L2 (only works a few times)
All power-ups
Hold L2+R2 and press T, C, S, X, T, X
All items
Hold L2+R2 and press X, S, C, T, S, C
Invisibility
Hold L1+R1 and press S, S, C, C, T, X
Reset physical
Hold L1+R1 and press X, C, T, S, X, C
Reset magic
Hold L1+R1 and press T, C, X, S, T, C

SATURN

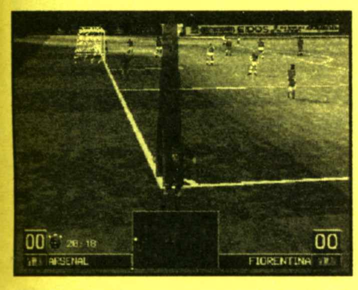
HOUSE OF THE DEAD

Go to the main menu screen with the Arcade/Saturn mode option and press **L, R, R, L, L, R.** You should hear a noise. Now hold **L+R** and choose any mode by pressing Start and you should go to the cheat menu. From here you can select any level and change the colour of the blood in the game.

To play as Sophie and one of the female scientists, choose Saturn Mode and go to the character select screen. Now hold **L+R and press Up, Down, X, Y, Z.** You should hear a noise to let you know that it's worked.

WORLD LEAGUE SOCCER

(Same as on PS.) To turn all player names to real-life ones (including the commentary!), go to the Player Editor screen and select any English team. Now pick any player from that team and change their name to **TEAMTWO.** A new option called Defaults 2 will appear. Selecting this changes all player names to normal.



VAMPIRE SAVIOR

To get the EX Options, finish the game once without using any continues, then go to the title screen. Now highlight Option, **hold L+R and press Start.** From this screen you can fiddle with loads of brilliant options, including one which lets you put all of the text into English.

To fight against Oboro, you have to be in your punch colour if you're player 1, or your kick colour if you're player 2. Now finish the game without losing a single round and getting at least three EX Super or Dark Force finishes. You should fight Oboro (a super version of Bishamon) after the final boss.

To play as Oboro, beat him in Arcade Mode then go to the character select screen and highlight Bishamon. Now hold **L+R for five seconds and press any button.**

To play in Shadow Mode, highlight the random select box on the character select screen and press **L+R together five times.** On the fifth press, hold **L+R and press all three buttons** to select your character. You'll be playing as normal but with a big shadow behind your fighter. When you win a fight, the shadow will posess your dead opponent's body and you'll be playing as them in the next fight.



PC CD-ROM

DIE BY THE SWORD

At the main menu, type **CHEAT** to turn on all of the cheat keys. You can bind them to whatever buttons you want from the Key Layout screen.

Enter any of these cheats while playing, simply by typing them in on the keyboard.

STROB	Slow motion
FREEZ	No enemy AI
AGRAV	Cut limbs bounce around for ages
GHOST	No enemy physics
AIAIM	View enemy targeting
COLID	View collision points
SEPKU	Kill yourself
DINFO	Debugging info
DEDLY	10x sword damage
GOLRG	Increase character size
BAMFF	Teleport through level
MUKOR	God mode
LUNAR	Reduce gravity
PEACE	Damages enemies
PLANE	View collision detection
BTINY	Shrink character
HICUP	Randomly bounces enemies around
NTRUD	View game from enemies
IFALL	Makes you trip
BILLS	Simulates random key presses
FPERS	View frames per second
BZONE	Change polygon mode
GOCAM	God camera. Use Ctrl and the arrow keys or certain letters to move the view around.

BATTLEZONE

To access any of the missions, go to the mission start screen and type **IAMADIRTYCHEATER.**

Enter any of these cheat codes while playing.

Invincibility
Hold Ctrl+Shift and type BZBODY
Infinite ammo
Hold Ctrl+Shift and type BZTNT
Free construction
Hold Ctrl+Shift and type BZFREE
Satellite view without comm tower
Hold Ctrl+Shift and type BZVIEW
All enemy objects visible
Hold Ctrl+Shift and type BZRADAR

FIFA 98: RTWC

Matthew Hallett from Portsmouth has a tip for scoring 90% of the time.

"Run down the wing until you reach the touchline, then turn into the centre and double-tap the pass button. The player will pass the ball through the box and the keeper should come out, dive and miss the ball leaving you to tap it in."

GAME BOY

JAMES BOND 007

Tim Lowe from Durham City has sent these cheats to play the card games. Simply enter your name as one of the following:

BJACK	To play blackjack
BACCR	To play baccarat
REDOG	To play red dog

WE'RE STUCK!

Dear CVG,
To start off with I would like to congratulate you for making the world's best games mag.
Please could you help me on *Super Mario 64*.
1. Could you please tell me where the castle secret stars are, because I can only find 13 and I can't find the other 17.
2. Is it actually possible to get eight red coins on "Bowser in the darkworld" and if so where are they? I would also like to know if you can get to eight red coins on the third and final Bowser, and if so could you please tell me where they are because I have all eight red coins on the second Bowser.
Thanks very much.
Ian Towner

CVG:
1. *Get one star from each Bowser stage, two from the rabbit in the basement (when you have 15 stars and when you have 50), one from each switch palace, three from talking to various mushrooms around the castle, two from the Princess Slide (one for finishing it, and one for doing it in under 21 seconds), one from the aquarium in the hole to the right of the entrance to Jolly Roger Bay, one from the wing cap rainbow stage, plus one star in each of the 15 main courses which you get by collecting 100 coins. These are the ones which will take the longest to get.*
2. *The eight coins on the third Bowser stage are located above the moving platform near the start, by the piranha plant after the rotating platform, under the third seesaw, at the top of the flamethrower slope, above a wooden block by the heart, in the middle of the rotating platform with the electric balls, at the top of the pole between two sliding platforms, and under the blue steps to the pipe at the end.*

PLAYSTATION/N 64/PC CD-ROM

FIFA 98: RTWC

To give the players big heads, go to the Player Edit option and change any player's name to "eac rocks". Now choose the new Special Option to turn it on.

For crazy ball mode, go to the Player Edit option and change any player's name to "dohdohdoh". Now choose the Special Option to turn it on.

For dive mode, go to the Player Edit option and change any player's name to "johnny atomic". Now choose the Special Option to turn it on.

For hot potato mode, go to the Player Edit option and change any player's name to "xplay". Now choose the Special Option to turn it on. A timer on the screen counts down and when it reaches zero, the team with the ball falls over!

For invisible walls around the pitch, go to the Player Edit option and change any player's name to "surlofus". Now choose the Special Option to turn it on.

For silly moves mode, go to the Player Edit screen and change any player's name to "footy". Now choose the Special Option to turn it on.



Make some silly moves

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

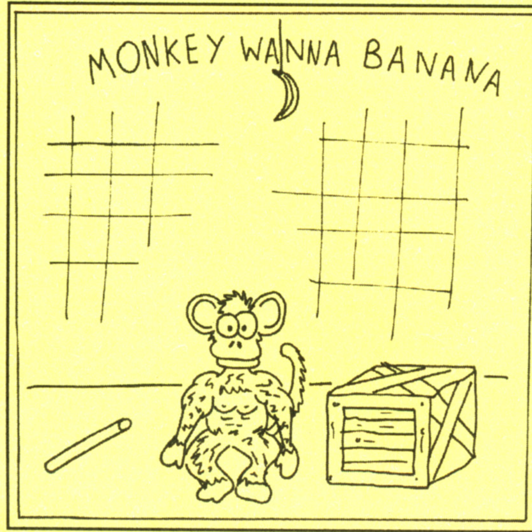
After months of screaming at you for original ideas, suddenly we're inundated with them – we had trouble fitting them all in! All we can say is keep up the good work, leave your thinking caps on and keep sending in your short – around 250 words – but sweet ideas. Remember to include a screenshot (drawing) of the game, and send them to the Melting Pot, the place where your dream game could come true!

MONKEY WANNA BANANA

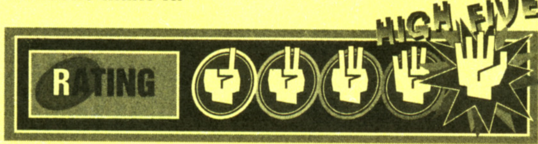
©Christopher Keys, Crayford, 1998

This game is based on the tests that Gestalt the psychologist carried out on chimpanzees into how they learn. For those of you who don't know, he placed a chimpanzee in a large cage and suspended a banana from the ceiling out of reach. He then provided the chimp with a crate and a stick. Eventually the chimpanzee discovered that if he positioned the crate underneath the banana and stood on it, with the stick he could knock the banana down and get his just rewards. In the game you take control of the chimpanzee and try to figure out how to get the banana, although for you it's not that simple. You will have to figure out evermore perplexing puzzles in order to capture the banana, and move onto the next and more difficult level.

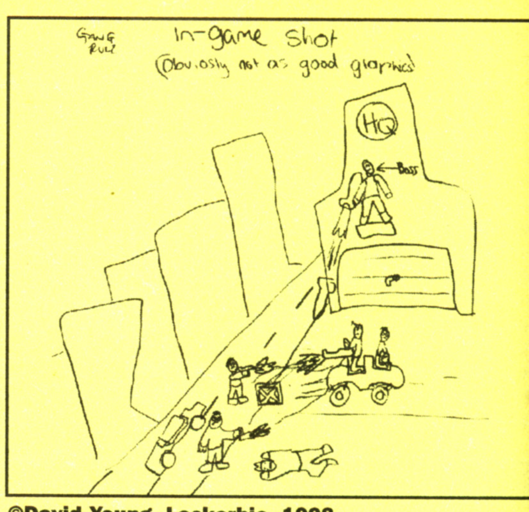
To expand the game there could be a range of characters to choose from, like Charlie the chimpanzee, Horace the Orangutan and Henrietta the Gorilla. In addition other animals could help them, like large elephants to push heavy objects or mice which could get into small places. Furthermore, the game could move out of the zoo and into everyday circumstances where the character still has to get the elusive banana, but this time using everyday items such as ladders, spades, keys or even guns so he could shoot the banana down. Maybe he could drive a car?



CVG: We think this is the best idea we've ever printed in Melting Pot, and urge all developers to make this game. It could be brilliant, please someone make it!



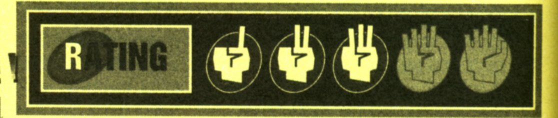
GANG RULZ



©David Young, Lockerbie, 1998

Gang Rulz is a *Command and Conquer* style game, except it would take place in 32 different cities, such as LA and New York. You can choose from 12 different gangs, including the Hell's Angels and the Black Panthers. You start in a quiet part of the streets where you would build your main headquarters. You can then start to recruit gang members. They range from people with hand guns to people with missile launchers. Next you can build a chop-shop. As in *Grand Theft Auto*, there are lots of cars driving about. You can hijack the cars at traffic lights or build road blocks. When you do this you pull out the driver and take the car back to the chop-shop. From here you can either sell it to get money, or spray-paint it in your gang colour and keep it for yourself. You can also build vehicles if you don't like the cars on the streets, and can even make machine gun mounted motorbikes! As you might have guessed, you are not alone on the streets, as there are up to four more gangs around as well. You complete a mission when you kill rival gang leaders. The leader hides in the headquarters, is the strongest, and has good weapons. This would make a great game for the 64DD.

CVG: We like this idea. There are a few things we'd change, but a gang game in the C&C style would be good, especially if you could drive low-riders! There could even be a secret level based on the movie The Warriors. That would be so cool.



THEME SOAP

©Mark Rittenberg, 1998, All rights reserved

The game runs on all formats and uses the same graphic engine as other Theme games. This game places you as the new Phil Redmond or whoever. First you choose what type of soap opera it is, cheesy American in the style of *Dallas* or very poor Aussie type *Home and Away*.

Then you need to hire all staff like writers and actors. You can poach from top soap Emmerdale, but don't forget you have a budget, so Larry Hagmans = big money. Once you have got your foundations you now need a story, but do you do a *Brookside* with hard hitting stories or *Home and Away* I've forgotten my homework cobblers. There's public outcry when you kill off a drunk, gay, drug-using-cross-dresser, but this can help get free publicity from the tabloids, like *The Sun* and *Mirror*, almost every day. Now your show is up and running, it can be sold abroad for massive profits. Beware your male heart-throb lead leaving to play a stupid policeman in a show set in the past. Or the cast releasing a song which is complete sh.., but sells millions. There's more than just the show, there's cast fights, out of contract actors, drunken actors taking drugs and sleeping with 17-year-olds. You are more than just producer, you are marketing manager, agent everything. But most important of all, you must name the local pub, and decide how important it will be. Maybe featured in every other scene, like our longest running soap, but it will cost costs.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

CVG: The potential of a game where you run a TV show is huge, and a soap opera, even bigger. Imagine if you got the licence to 'enders or the street, wow!

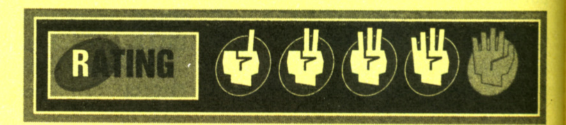
VIRTUA CONKER FIGHTER

©Mad Gaz and my Mad Girlfriend, Middlesbrough, 1998

The object of the game is to use your conkers against your opponent's conkers. You start with a small conker, and the more fights you win, the more conker coins you get. Which enable you to buy better conkers which come in all different shapes and sizes. The bigger and harder your conkers the better chance you have of winning a conker fight. You can make the conkers harder by dipping them in virtua varnish, bought with your conker coins. There are different championships to enter and each one you win, will be rewarded with a conker cup. There are five conker cups in total for you to conker... er, conquer! If your conkers are not big enough then you will not win Virtua Conker Fighter, so be warned.

PS: It was her idea not mine.

CVG: Your mad girlfriend is a genius then. How much innuendo can you fit in 200 words? As games go, in this case we'll give the points for the originality.

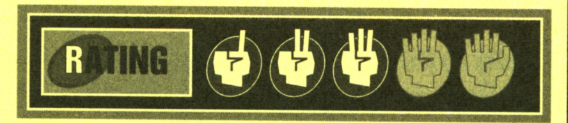


PANTS - THE LEGEND

© and design by JMR and PJB, Arlington, 1998

The game is set far in the future where clothes have taken over the world because they are fed up with smelly humans. They have killed all male humans, and now only females remain. The women are made slaves to the clothes, who make them work all day every day. You control one of two characters, a pair of pants called Ed, and a young 16-year-old called Lauren from Harlem. Ed is bullied by the other clothes because he respects humans. One day Ed and Lauren go in search of the mystical stick, which grants the user unlimited power, so they can restore control and order back to the world. So once again people and clothes can live together side by side. The game is a 3D platformer, and contains puzzle solving, killing things and using the characters to their best abilities, with the help of good old fashioned kick-ass weapons. Find the location of the mystical stick, then home for tea.

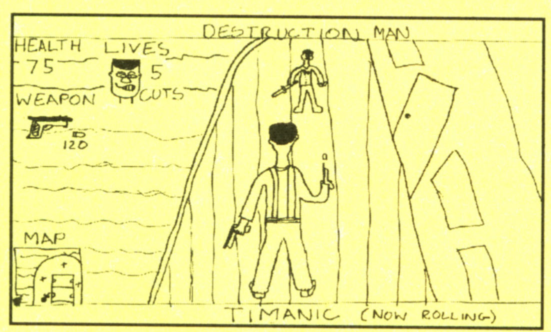
CVG: Post-modernists would have a field day with this concept, and it's got promise. Don't ask us what exactly it is, but there's something there!



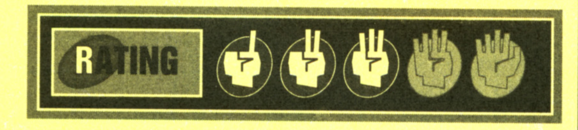
DESTRUCTION MAN

© Colin Hickie, Dalkeith, 1998

This is a 3D shoot-'em-up, you play Destruction Man, a movie stunt man. You must do all the killing and shooting in the eight movies, which have four sections each, and must kill all the villains in the movie. The movies would be something like the James Bond films. Moon Wrecker, which would see DM in a Bond suit, gunning down bad guys with lasers on a space station. In Timanic, DM is on a boat underwater saving passengers from the mad villains. There would be lots of special pick-ups and guns. At the end of each movie you go to the Oscars to see if you won best picture. If you win, you gain special cheats and secret levels. At the end of each movie you fight a superboss, like Jaws or his brother Claws. There would also be a four player battle mode.



CVG: We've never had a stunt man game suggested before, then two turn up at once. We love the idea of winning the Oscar, but we'd prefer a stunt man game that wasn't a complete shoot-'em-up.

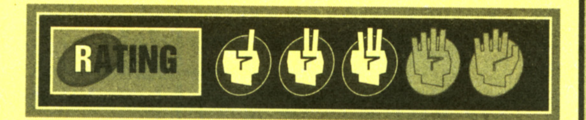


DARE DEVILS

©Tom Dentith, Flintshire, 1998

Dare Devils involves you trying to become the best stunt man in the world. You start the game just doing simple stunts, like jumping over a car on a skateboard. Once you complete a stunt, it's onto the next, harder challenge, or you can find an alternative secret way of doing the stunt you just completed. For example, in a stunt where you have to drive a car off a cliff and dive out into the sea below, you can alternatively do a barrel roll at the top of the cliff and bungee out of the sunroof before the car falls. Completing a task or finding a secret will increase your popularity meter, but failing in a stunt will decrease it. You complete the game by becoming the most popular stunt man in the world. If you find every secret stunt in the game, then you are rewarded with a secret sub game, where MI5 employ you to carry out a number of special missions in a new gadget-ridden car.

CVG: This is a smart idea. We like the way there are multiple ways to perform each stunt, and the secret mission is a clever idea.

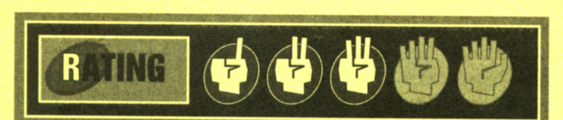


DANCE MASTER

©Nick White, Halesowen, 1998

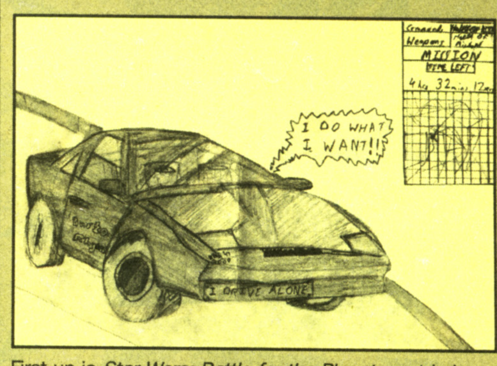
This would be a music-based RPG, with more complex ideas than *PaRappa* and *Bust-A-Move*. You start as an ambitious 19-year-old guy who wants to make a band. First you must find some willing members, by wandering around the town and talking to people who look talented. There are hundreds of people who are potential members, and each has a special skill (like playing the electric guitar extremely well). You can have up to six members, so choose wisely. Next, you find a music store and buy your instruments, and a manager who will arrange auditions. He will sort a time, place and date. The game is played in real-time! Now you have the option to practice in your garage before the auditions, using a *PaRappa* style system. After the auditions, if you don't get a contract, you have to find another manager. When you've got a contract the game starts to hot up! You must travel from town to town doing gigs and competing against rival bands until you reach the top. No two games will be the same, as the songs you play are completely random. You can also write your own songs via a PC.

CVG: A music based RPG is a good idea, but this seems incredibly similar to the Aerosmith game Quest for Fame. So you'll need to put your thinking cap back on and try to make it stand out.

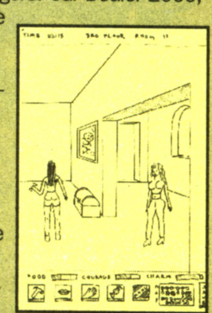


THE BEST OF THE REST

Our favourite bits from all the other suggestions.



First up is *Star Wars: Battle for the Planet*, sent in by **Paul Fitzpatrick**, and is an RPG in the *Final Fantasy VII* style, starring your favourite space heroes and villains. *Aliens Vs. Velociraptors* is a strategy game suggested by **Paul Baker**, played in a *Command & Conquer* style. More zombie thrills arrive courtesy of **Philip Bradley** and **Jon Morris**, *President Evil* features zombies taking over the White House, while *Resident Gerbil* sees mice, hamsters and, of course, gerbils terrorising the occupants of a quiet town. **The Notorious Farmer Balg**, whoever he is, thinks *Knight Rider the Video Game* (screenshot above) would kick ass! In the second half of the game you get to drive KITT! They did America and now *Beavis and Butthead Do France* thanks to **Adam Mawer**, the game sees the boys in search of some precious World Cup tickets. There's been quite a few suggestions for wrestling games, with the pick of the bunch being *WWF Extreme* by **Navin** and **Vicky J Ramsukh**, who think the ultimate wrestling game would feature every wrestler in the history of the WWF, including the ghost of Andre the Giant. **Tom MacLachlan** thinks you should create your fighter, and in *Inside Wrestling*, that's what you get to do – build your fighter up and then watch the offers from rival wrestling companies pile up. **Aaron Callow** would like to see a sky-diving game and in *Free Fall* you can even go sky-surfing. **Simon Pode** is obviously power-mad, for in his game *World Domination* you have to take control of the world's media, using blackmail and support from political parties. *Actua Ryder Cup*, suggested by **Barry Lind**, sounds like a good golf game to us: first you must qualify for the competition by playing in the US or European tour, with the option to be the player/manager who picks the teams for each day's play. In *Madman*, from **Ashley Bull**, people travel around in jet-packs because all the world's planes have been scrapped. **James Donaldson** would like to see a game like *Robot Wars* but with boats, so he sent us *Boat Wars*. More re-inventing from **Ricky Bowen**: in his game with no name, you get to create cars and then race them. **Craig Meeke** is a gambling man, and he'd like to throw his money at a game called *Horse Racing Gold*, where you enter a betting shop and must bet on horse races, with the aim to earn enough money to buy a horse. The disturbed minds of **Tom Fletcher** and **Clarke Smith** sent us *Bearded Ladies*, a game where you must grow a beard. Once it is of admirable length you fight it out. **Karl Kent** would like to see *Extreme Water Skiing*, which includes a secret character called Ed Lomas! Lots of different theme and sim suggestions this month, starting with *Sim Car Dealer*, where you try to be the richest second-hand car dealer around – thanks **Richard Hickey**. *Sim Shopaholic 3D*, from **Gareth Barker**, has you building a whole shopping centre. **Daniel Twist** would get drunk every night playing *Theme Pub*, where customers have fights and your barmaids keep getting chatted up. *Theme Burger* by **Christopher Goodchild** has you running a fast-food restaurant. As you start to make money, you can develop new burgers. *Car Dealer 2000*, from **Robert Quick**, gives you the chance to design and make cars in a large factory. *Theme Island* by **Andrew DJ Oscar** lets you create the perfect holiday resort, with airports, hotels, bladdered Scousers and ladies of ill repute all playing a part. Finally, *The Mansion* from **Antti Perala** is a game set in a party (right), where you chat up girls or, if you want, turn the game into a scream-fest with some horror movie antics.



drawinz wot you dun



Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

Too many of you seem to enjoy getting turds. It's not funny, you know. The turds we use come straight out of the Drawin' Dog's bottom. And we have to keep going up it.

KEY

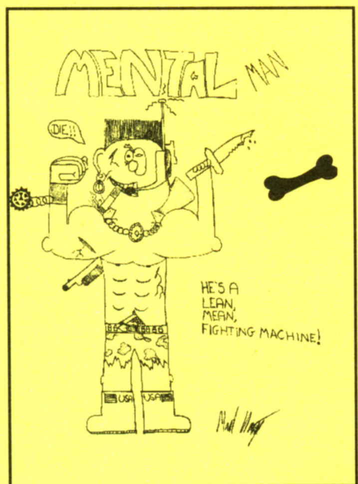
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

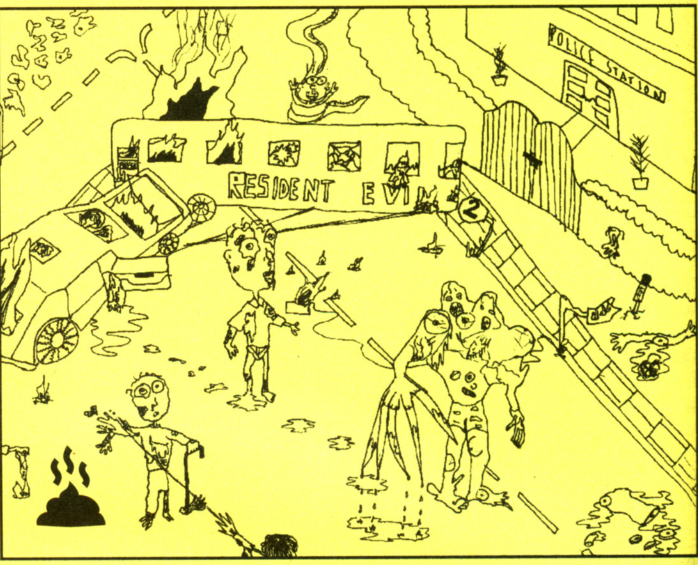
Look. That's it! We're fed up with people just sending us sketches of something unoriginal that they must have spent all of five minutes doing. So, next month, if we don't get enough good drawinz in, this section's going to the dogs – it ain't gonna happen no more!



Would you trust this man with your health? Neither would we, Kerry Morton. Well done.



He doesn't look as if he could fight his way out of a paper bag, Harry Simmonds. But he's funny.



It's a messy job, but someone's gotta do it. Thanks Nathan Stephen Wyer. Here's a turd.



Graham Hart is livin' it large in our Drawinz this month. Well done.



Awesome drawin', Kenny Ha. Eh? is that your name? Yer 'avin' a laarf intcha? Jus' joking, mate.



We know Ed needs a haircut, but this would be a bit too severe. Thanks Russell Walton.



Scary teeth, naff shades, take a turd, James Misseldine.



Trees growing out of Yoshi's bum, by Joe Ridley



Michael Palliser's not-so-scary Res Evil art.



it must be ages since Scooby has had a good Scoobysnack, Adam Warner – he looks livid!



Sleep well then do ya, Craig Clark? Excellent drawin', mate.



Hey, it made us smile. Thanks Nathan Wyer. Keep readin'.

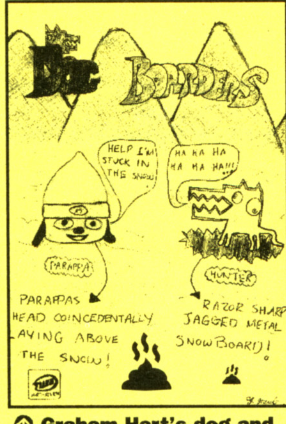


Thanks for this poop joke, Alex Vernon-Kell. It made our dog laugh.

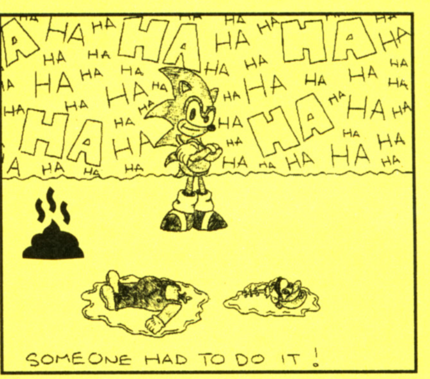


This is worth at least two turds! Thanks Andrew Johnson.

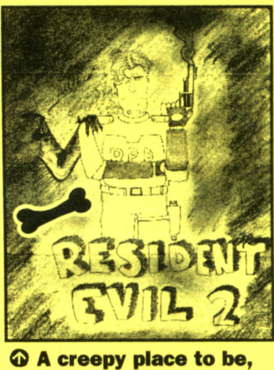

He's so mean, he's cutting his own ear off! Well done, David Greenwood.



Graham Hart's dog and turd deserves one of ours.



'Sonic Evil', from Andrew Spinks.



A creepy place to be, by Nick Morrison.



Graham Gallacher's Res Drawin'.



Is this scary or wot? from *Doom* fan Stanley Bu!

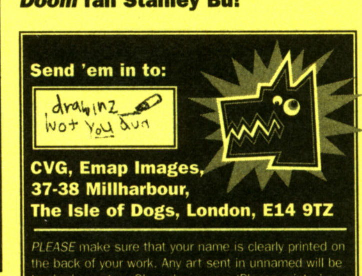


PaRappa gets mean and mouthy. Nice one, James Smith.



Do it! Step on his head, Clare!

Send 'em in to:



CVG, Emap Images,
37-38 Millharbour,
The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

FREEPLAY HIGH SCORES

The High Scores section of FreePlay lets you prove to the world that YOU are the greatest gamer. All you need to do is practice for 25 hours a day until you're unbeatable, then write down the best score you can get. Send it to the address below with your name, address and three digit arcade "tag" name and we'll print the best every month. Keep some kind of proof just in case we ask for evidence (don't send us memory cards – we'll just wipe them, fill them with *Cheesy The Mouse* save games and send them off to a random reader's address).

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

ALMOST...

We got a letter from **Matthew Hallett in Portsmouth** telling us how he had finished *Tomb Raider 2* on the PC in just 23"21"37. He then went on to explain how that stands for 23 days, 21 hours and 37minutes. Unfortunately Matthew, that's about three weeks too slow to be counted as a high score. Sorry.

HARD NUTS HERE

Nathan and Daniel White claim to have set completely unbeatable Sonic Jam Time Attack records, and to prove it they've made a challenge. They've sent us their spare copy of *Christmas NiGHTS* (Woooo) as a prize for whoever can provide photographic evidence of ANY of these times being beaten. Get to it!

Green Hill Zone 1	22"16
Green Hill Zone 2	15"96
Spring Yard Zone 1	23"13
Spring Yard Zone 2	28"43
Starlight Zone 2	18"78



"In the *NiGHTS*, dream delight, I want to see you... la la la..." Ah!

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 2.21'54
Kuljeet Chauhan, Southall

TOMB RAIDER 2 (PLAYSTATION)

Assault Course Time 1'04"4
Nury Gamboa

TIME CRISIS (PLAYSTATION)

Story mode 11'21"76
Matthew Hopkins (MAT), Crewe

TIME ATTACK
Stage 1 2'38"21
David Tabron (TAB), Bolton
Stage 2 3'32"06
Matthew Hopkins (MAT), Crewe
Stage 3 4'51"50
Matthew Hopkins (MAT), Crewe

PLAYSTATION MODE
1-2A-3A-4A 8'52"26
Matthew Hopkins (MAT), Crewe
1-2A-3B-4B 9'29"93
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 9'33"70
Matthew Hopkins (MAT), Crewe
1-2B-3B-4B 8'24"36
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 8'36"83
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'12"66
Matthew Hopkins (MAT), Crewe

V-RALLY (PLAYSTATION)

EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM
Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD
Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

DESTRUCTION DERBY 2 (PLAYSTATION)

PINE HILLS RACEWAY
22"01
Glenn Perkins, Wolverhampton

CHALK CANYON
46"90
Glenn Perkins, Wolverhampton

SCA MOTORPLEX
37"83
Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY
21"15
Glenn Perkins, Wolverhampton

BLACK SAIL VALLEY
29"60
Glenn Perkins, Wolverhampton

LIBERTY CITY
20"32
Pinhead, Newcastle

ULTIMATE DESTRUCTION
29"98
Glenn Perkins, Wolverhampton

HOUSE OF THE DEAD (SATURN)

SATURN MODE
65742
Fat Ade (ADE)

BOSS MODE
Chariot 21'54
Fat Ade (ADE)
Hangedman 1'13"60
Fat Ade (ADE)

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP
154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL
32.80 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING
43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON
50.83 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

SLALOM
28.47 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

AERIAL
1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH
42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING
34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD
52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY
4.48.99 seconds
Jamie Collyer (HOT), Woking

11 EVENT OVERALL
14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL
10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"44
Joe Jennings, Derby
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'08"80
Jon Pendleton (JON)
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'10"04
Jon Pendleton (JON)
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'22"00
Joe Jennings, Derby
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'22"60
Joe Jennings, Derby
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

RESIDENT EVIL (SATURN)

Battle Mode, Jill
998 points, A grade Themis
Bakas (ACE), Nunhead

NiGHTS (SATURN)

Puffy beaten with 104 remaining
Brian Lelas (B.L), Dublin
Reala beaten with 106 remaining
Brian Lelas (B.L), Dublin
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 112 remaining
Christopher Byford (MOG), Northants
Gulpo beaten with 108 remaining
Leon White, Sheffield
Clawz beaten with 100 remaining
Nathan White (NAT), London
678780 Points (Spring Valley)
James A. Thompson (JAT), Hull
326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London
370 Link (Soft Museum 1)
Nathan White (NAT), London
426Link (Splash Garden 1)
Nathan White (NAT), London
379 Link (Frozen Bell 1)
Nathan White (NAT), London

826100 Points (Frozen Bell)
Nathan White (NAT), London
157040 (Twin Seeds)
Nathan White (NAT), London

SONIC R (SATURN)

RESORT ISLAND
Best Lap 15"32
Will Carey, Worcester
Best Race 55"40
Luigi Coppola (BAT), Bexhill-on-Sea
Tag Mode 23"08
Sam Draris, Dorset
Balloon Mode 33"22
Martin Dooley, Woodhall Spa

RADICAL CITY
Best Lap 23"52
Sam Draris, Dorset
Best Race 1'07"80
Gary Cormack (GAZ), Stonehaven
Tag Mode 19"84
Tom Dentith (TOX)
Balloon Mode 44"52
Luigi Coppola, Bexhill on Sea

REGAL RUIN
Best Lap 19"53
Kamal Bhatia, Leicester
Best Race 1'02"48
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset
Balloon Mode 31"48
Steve Lyth, Whitby

REACTIVE FACTORY
Best Lap 25"20
Luigi Coppola (BAT), Bexhill-on-Sea
Best Race 1'20"93
Kamal Bhatia, Leicester
Tag Mode 23"08
Gavin Woodworth, Cumbria
Balloon Mode 29"27
Martin Dooley, Woodhall Spa

RADIANT EMERALD
Best Lap 38"36
Kamal Bhatia, Leicester
Best Race 2'14"02
Kamal Bhatia, Leicester
Tag Mode 29"28
Gavin Woodworth, Cumbria
Balloon Mode 33"60
James Larham, Cambridgeshire

SATURN BOMBERMAN (SATURN)

Master Game completed 467740
Chris J Haig (CJH), Taunton

SONIC JAM (SATURN)

SONIC THE HEDGEHOG (Time Attack)
Green Hill Zone 1 22"51
Chris J Haig (CJH), Taunton
Green Hill Zone 2 17"28
Chris J Haig (CJH), Taunton
Green Hill Zone 3 43"94
Gavin Woodworth, Cumbria

SEGA TOURING CAR CHAMPIONSHIP (SAT)

COUNTRY
Best Lap 22"108
Tom Newstead, Baildon
Best Race 1'58"112
Tom Newstead, Baildon

GRUNWALD
Best Lap 29"741
Stuart Blyth, Solihull
Best Race 2'32"367
Best Race 54"00
David Hines (EYE), Doncaster

MARIO KART 64 (NINTENDO 64)

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"28
David Hines (EYE), Doncaster
Best Race 1'41"17
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 33"04
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"60
David Hines (EYE), Doncaster

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 6"19
David Hines (EYE), Doncaster
Best Race 37"69
David Hines (EYE), Doncaster

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"73
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"43
David Hines (EYE), Doncaster
Best Race 1'47"44
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'16"52
David Hines (EYE), Doncaster
Best Race 3'53"34
David Hines (EYE), Doncaster

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"98
Peter Veal, Bury St Edmunds
Best Race 38"10
Peter Veal, Bury St Edmunds

FOSSIL CANYON
Best Lap 24"10
Remy Kamermans (RMK), Holland
Best Race 1'13"81
Remy Kamermans (RMK), Holland

JUNGLE FALLS
Best Lap 19"10
Adam Berry (BEZ), Bolton
Best Race 59"10
Yaqub Chaudhary (Y.C), London

HOT TOP VOLCANO
Best Lap 24"96
Remy Kamermans (RMK), Holland
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 21"85
James Vincent, Co. Kildare
Best Race 1'09"81
James Vincent, Co. Kildare

PIRATE LAGOON
Best Lap 25"06
James Vincent, Co. Kildare
Best Race 1'19"73
James Vincent, Co. Kildare

CRESCENT ISLAND
Best Lap 29"95
James Vincent, Co. Kildare
Best Race 1'32"20
James Vincent, Co. Kildare

TREASURE CAVES
Best Lap 18"90
James Vincent, Co. Kildare
Best Race 58"73
James Vincent, Co. Kildare

EVERFROST PEAK
Best Lap 34"01
James Vincent, Co. Kildare
Best Race 1'46"36
James Vincent, Co. Kildare

WALRUS COVE
Best Lap 38"75
James Vincent, Co. Kildare
Best Race 1'58"03
James Vincent, Co. Kildare

SNOWBALL VALLEY
Best Lap 20"85
James Vincent, Co. Kildare
Best Race 1'05"21
James Vincent, Co. Kildare

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 37"60
Chris Hinkley (CRS), Peckham
Best Race 1'56"63
Chris Hinkley (CRS), Peckham

GREENWOOD VILLAGE
Best Lap 30"09
Peter Veal, Bury St Edmunds
Best Race 1'34"86
James Vincent, Co. Kildare

WINDMILL PLAINS
Best Lap 41"86
James Vincent, Co. Kildare
Best Race 2'07"83
James Vincent, Co. Kildare

HAUNTED WOODS
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'03"46
Adam Berry (BEZ), Bolton

SPACEDUST ALLEY
Best Lap 39"91
James Vincent, Co. Kildare
Best Race 2'02"73
James Vincent, Co. Kildare

DARKMOON CAVERNS
Best Lap 41"66
James Vincent, Co. Kildare
Best Race 2'08"10
James Vincent, Co. Kildare

STAR CITY
Best Lap 34"00
James Vincent, Co. Kildare
Best Race 1'47"83
James Vincent, Co. Kildare

SPACEPORT ALPHA
Best Lap 39"85
Robert Nicholson, York
Best Race 2'04"50
James Vincent, Co. Kildare

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'27
Mark McEwan, Glasgow

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22095
Matthew Hopkins (MAT), Crewe

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 22376
Matthew Hopkins (MAT), Crewe

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 29525
Matthew Hopkins (MAT), Crewe

PORT BLUE
Best Lap 0'27"908
B. Morgan, Luton
Best Race 1'27"423
B. Morgan, Luton
Stunt Score 37246
James Vincent, Co. Kildare

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 31095
Matthew Hopkins (MAT), Crewe

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 36080
James Vincent, Co. Kildare

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 27035
Matthew Hopkins (MAT), Crewe

TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25
MC Okwuosa (MCO), Holloway

DEAD OR ALIVE (ARCADE)

Normal Mode 3'30"03 Kasumi
E. Nettey (MAN), London

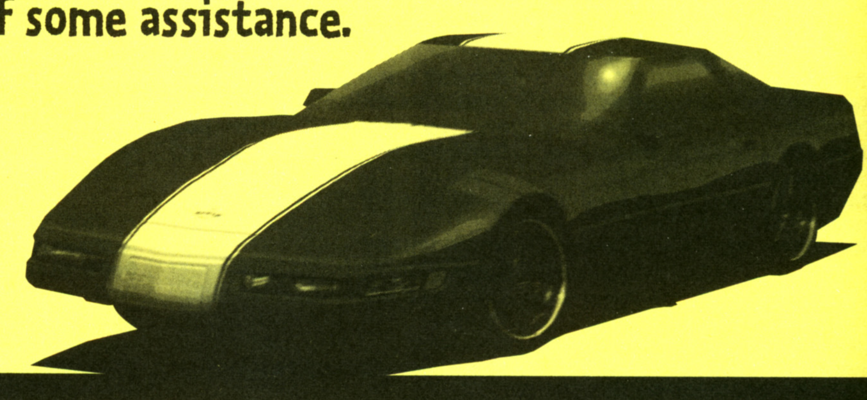
Burst Mode 3'47"31 Kasumi
E. Nettey (MAN), London



GRAN TURISMO
THE REAL DRIVING SIMULATOR

Daunted by the size of this awesome game, feel spoilt for choice or don't know where to begin? Still having problems with those licence tests? Well let us try to be of some assistance.

Seeing as this game is so big, it's even difficult for us to decide on where to begin trying to explain how to get the most out of this game – fast. We'll try to skim through as much as possible at break-neck speed. If you think we're going too fast, just slam on the breaks and take a breather.



BEGINNERS' STUFF

These are some pretty basic pointers, and you can apply them to any driving game that offers some degree of realism, but with a game as accurate as Gran Turismo, you've really got to stick to them. Otherwise, you might find yourself stalling before the race even begins!

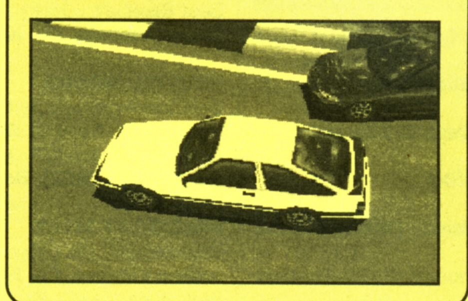
STARTING GRID

The easiest way to get a perfect start off the grid is to hold down the accelerator on max before the countdown starts. When it reaches "one", take your finger off and quickly hold down again. If done correctly, you should hit maximum revs just as the race gets under way, and get a good start.



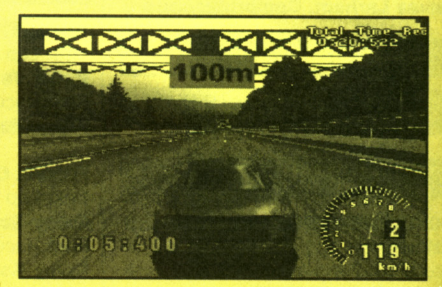
CORNERING

Slow in, fast out is the order of the day. Try to learn the racing line. Basically it's what the computer-controlled cars are doing. Only brake late if you're trying to overtake. A cheesy tactic is to use the computer cars to slow you down, basically by just ramming and bouncing off them.



GEARS

Unlike other racing games, in *GT* the top speed and acceleration of the car is the same if you choose automatic or manual gears. The only advantage is you can drop gears before a turn. This slows you down but keeps the revs high. Keep your foot (finger/thumb) on the gas and accelerate away.



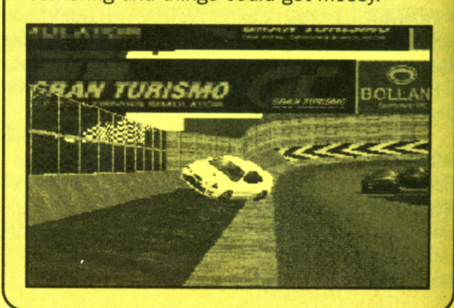
HANDLING

Front wheel, rear wheel and four wheel drive cars all behave very differently on corners. Front wheel cars tend to drag you round, so corner as perfectly as possible. Rear wheel machines skid out, so add some opposite lock to compensate for this. Four wheel drives tend to stick to the road, so you'll need to perfect the power-drifting to take corners at speed. This is easily achieved by steering in the opposite direction to the corner and braking.



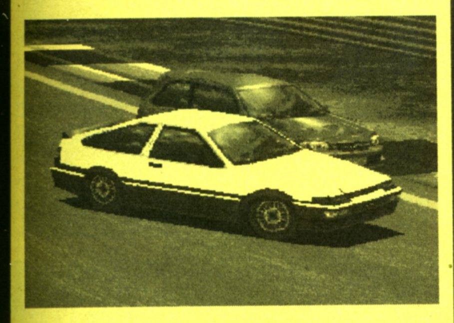
BRAKING

If you absolutely, positively have to apply the brakes, it's a good idea to do it on a level, straight piece of track. Do it while cornering and things could get messy.

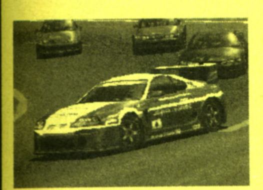


Sunday Cup

A shopping trolley could blow away the competition in this field. Sadly there isn't one in the game, so make do with a Honda Prelude or Toyota Sprinter Truneo. If your car is tuned up, even better.



Clubman Cup



All you need to win this race is a car that has good suspension modifications, and is above 300ps. You can't fail... can you?

GT Cup

You'll need a fully tuned car to race with this lot. Without everything, you'll feel like Richard Harris at the end of The Wild Geese. Some recommend a full spec Nissan GT-R, it's way too powerful for these courses, but it's speed will help you escape from any mistakes.



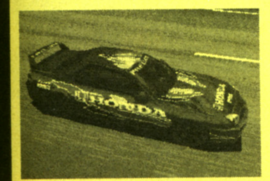
World GT Cup

You'll need a fully tuned car weighing less than 1300kgs with more than 600ps. Due to the nature of these courses, you'll need a good all-rounder. Try to avoid rear wheels, unless you're up to it. Go for the Nissan GT-R once again. It's 4WD will help you survive here.



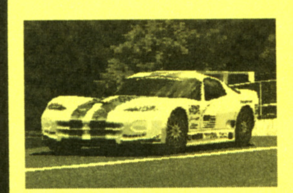


FF Race



The Honda Prelude SiR and Toyota Celica SSII are pretty cool, but the Mitsubishi FTO GP-R is the choice of champi-ons.

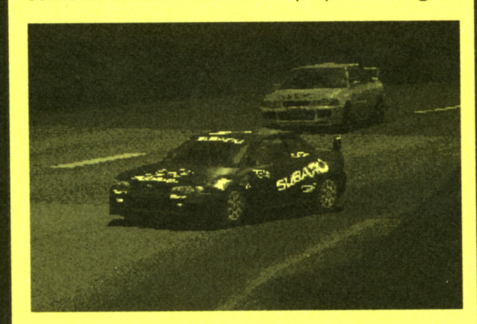
FR Race



Shall it be the Mazda RX-7, Toyota Supra or Honda NSX? Perhaps a lowly MR2, TVR or Viper. The choice is yours!

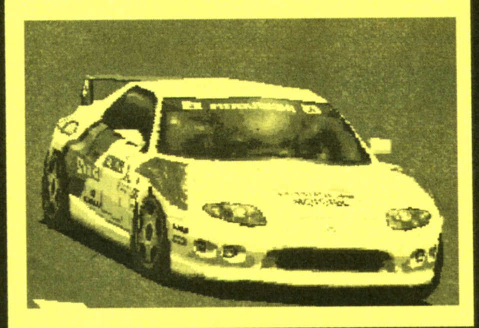
4WD Race

Are we getting boring, or can we not stress enough the brilliance of the Nissan GT-R? Oh wait, maybe try the Subaru Impreza Rally Edition, a car you can literally throw around corners. Shame about the top speed though.



Lightweight

Go for the Mitsubishi FTO GP-R, simple as that.



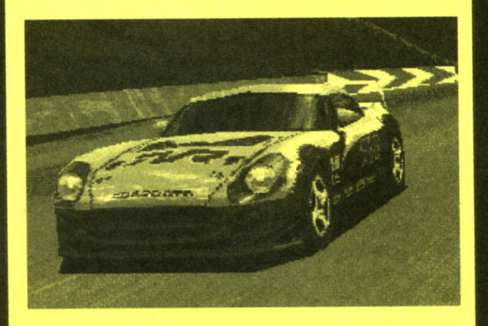
US Vs. Japanese

The Mitsubishi FTO Limited Edition pops its head up again, to destroy the competition. Easy now!

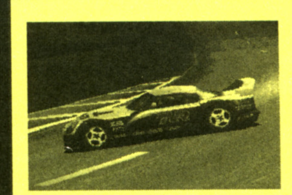


Japanese Vs. British

Mitsubishi FTO Limited Edition. If you want to keep things British, go for the race tuned Cerbera. You need loads of oversteer to tame this car. If you've won the Cerbera Limited Edition, then that's the one to fly the flag in.



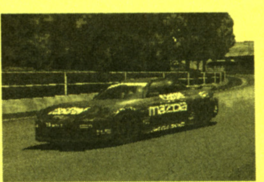
British Vs. US



Overbearing American patriots go for the Viper GTS-R, while the Brits can take out a fully tuned Cerbera with a racing body.

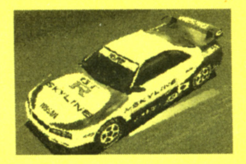
Mega

You'll need power and speed to survive this death race. Ben Hur is not invited. Go for the fully tuned, high-spec Mazda RX-7, Toyota Supra RZ, Nissan GT-R, Honda NSX or Mitsubishi GTO. No chariots allowed!



Tuned

You'll need a super-tuned up motor, and the best you can hope for is the Nissan GT-R. It has every add-on known to man, except the racing conversion. From here on in, the races get really tough.



Valley 300

Choose something fast, but more importantly, something you're really comfortable with, because this is a long race. By now you should have won the FTO Limited Edition racing car – that's the one we'd suggest.



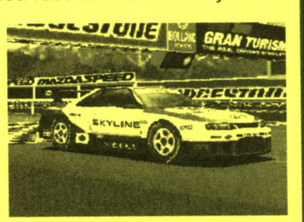
Stage 11 Racing



Again, go for the FTO LM, it's best for these long races you see. Plus it's got a drinks holder, well ours has anyway!

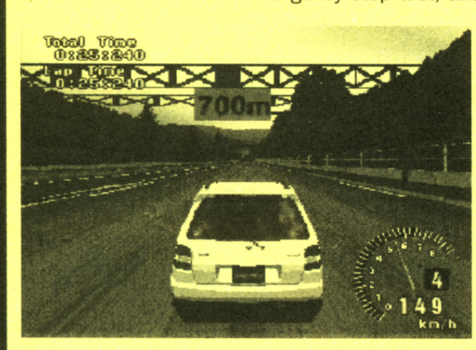
Stage 11 Tuned

Bring out the Nissan GT-R again – it did you proud in the Tuned race and it'll serve you well here. There's one small problem, the tyres wear out incredibly quickly. So you'll need to make several pit stops.



B-1 Start, Accelerate and Stop, part 1

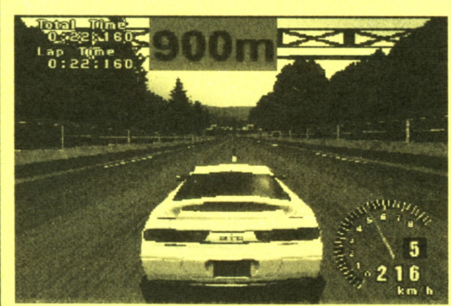
The first part of the first licence, and it's a doddle. This is a test of your ability to brake and nothing else. From the off, floor it. Just before reaching 160 km/h brake. Alternatively when you reach around 930m brake. You'll fail if you brake slowly, meaning you ease the car over the line. In essence this is like an emergency stop test, and you only have one go at hitting the brakes.





B-2 Start, Accelerate, and Stop, part 2

The same as B-1, but because of the faster car you'll need to hit the brakes just as you pass the 900m marker.



You're going too fast! Apply the brakes as soon as you're past this marker.

B-3 Basic Cornering, part 1

Select manual gears, go flat out and stay on the right. You should reach the corner in third gear, turn and drop a gear, halfway around go back up a gear. Remember to release the accelerator, fool!



B-4 Basic Cornering, part 2

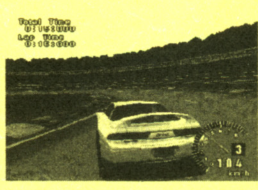
Select auto gears and keep right on the straight. Brake and turn into the corner when you reach the second corner sign on the right. With this line you'll be able to easily accelerate out of the bend.



B-5 Basic Cornering, part 3

The same as B-4, but this time brake a little later and turn tighter at the same time. This will cause the car to skid slightly, so you should end up with a perfect line.

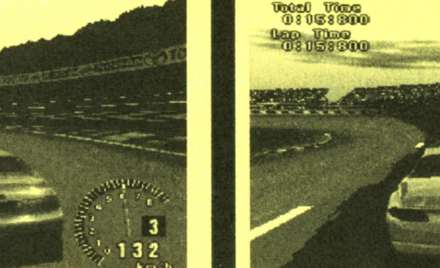




With a bit of concentration, you can get the line just right.

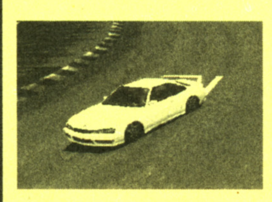
B-6 Basics of Multiple Corners, part 1

Choose auto gears and keep left at the start. You'll need to watch the road for the next part. Around 125km/h turn in where the shadow gets thin. Keep the speed up and go from full right lock to full left where the shadow goes diagonal. Use both rumble strips and try to get the right line through the bends.



Start to change direction here. If you don't you'll annoy some of the crowd.

B-7 Basics of Multiple Corners, part 2





The same as B-6 but the rear wheel drive changes things a little. Keep an eye on your speed, and try to brake and turn on the corner to skid the car.

Your real-life driving instructor may not approve, but here you'll have to skid round the corner.

B-8 B Licence Examination

Remember all the techniques you've learnt so far. Try to keep these speeds in mind for all the corners. Turn one full speed, turn two 150 km/h, turn three 120 km/h, turn four 125 km/h, turn five full speed and turn six at 135 km/h.

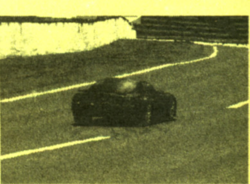


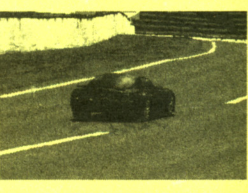


A-3 Practical Cornering, part 3

After the long straight, there's a slight left turn and up slope. On the up slope, keep the car in the centre of the track, then peak, ease off the throttle and gradually brake. Once you've lost some speed and feel the car is stable brake hard until you reach a safe corner speed, say near 100km/h, then turn the corner and accelerate away.







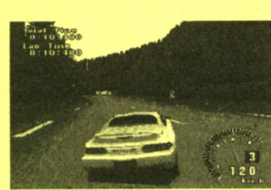


Remember, slow in fast out. Cornering in rear wheelers is made easy this way.

A-6 Applied Complex Cornering, part 3

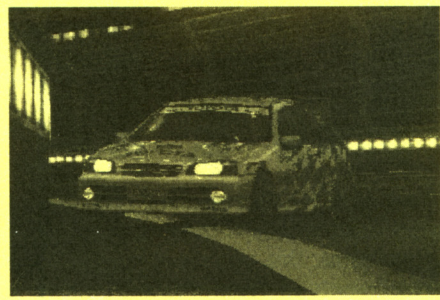
After the short straight there's a killer S-curve, a hard left followed by a quick right. At the end of the straight, lower the speed to 110 km/h. At this speed, corners should be a breeze. Take the next corner at the same speed. You should be able to go through the curve with the same steering angle. If you need to adjust the steering, you're attacking the corner too fast, or you started to turn too late.



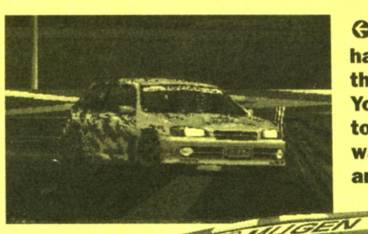


International A Licence Tests

At this point we abandon ship. Our only advice is to learn how to handle the high-powered rear wheel drive cars. If you still have problems, tune up your preferred drive to 500ps, and compete in the A-Licence races until you feel ready. Wuss!



You need powerful rear wheel drives.



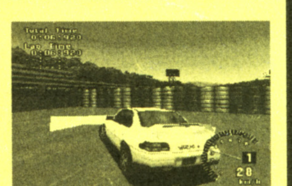
Can you handle all that power? You'll have to if you want to win anything.



A-7 Special Technique



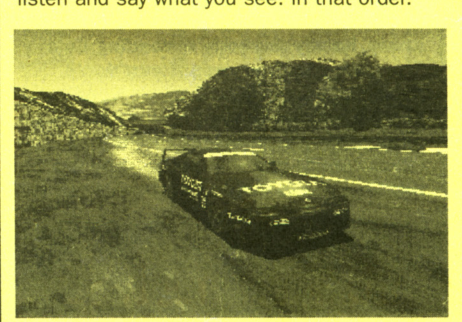
It's important to get your angles right to avoid puking.



There should be a warning on this test about puking. The tiny circuit and constant turning means it can become quite dizzy in here. Thankfully you only have to do five laps. Although the text suggests using the hand brake, you don't need to. Get the angles right, and use acceleration to slide the car around. Easy!

Final advice on licence tests.

Remember, you can view demos of the following tests in the Replay Theatre. Those winning numbers are B-3, B-5, B-7, B-8, A-1, A-4, A-7, A-8 and IA-7. Keep 'em peeled, stop, look and listen and say what you see. In that order.



TOP TRUMPS

Presenting the stats to impress your friends, the cream of the *Gran Turismo* crop.

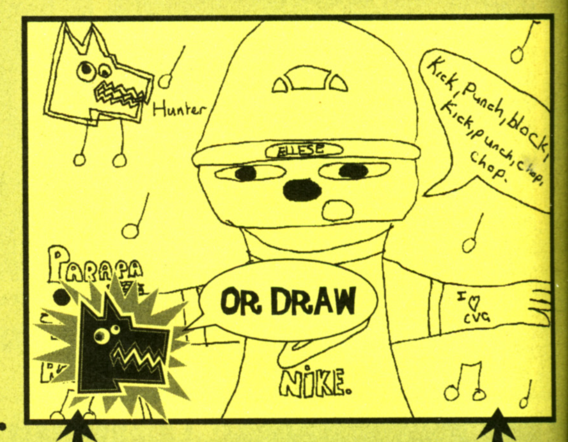
Most powerful car	A race tuned Nissan GT-R has peak power of 969ps. It's four wheel drive too!
Most powerful FF car	Race tuned Honda Prelude SiR
Most powerful FR car	Race tuned Toyota Supra RZ
Most powerful lightweight car	Race tuned Mitsubishi FTO GP-R
Lightest FF car	Race tuned Mazda Demio A-Spec weighs 549 kg
Lightest FR car	Race tuned Toyota Trueno Apex is 619 kg
Lightest 4WD car	Race tuned Nissan GTi-R and Subaru '96 WRX Sti III are both 878 kg
Heaviest FF	Honda Accord Wagon SiR weighs 1430 kg
Heaviest FR	Aston Martin DB7 Volante is a lard-assed 1875 kg
Heaviest 4WD	Mitsubishi GTO Twin Turbo is 1710 kg
Fastest car	Race tuned Mitsubishi GTO MR when adjustments have been made will go over 400 km/h
Best all rounder	FTO Limited Edition. It has the power, good top speed and is an easy to handle 4WD

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE OUR SCHEDULES WILL BE DISRUPTED AND THE WELL-OILED PUBLISHING MACHINE THAT IS CVG WILL GRIND TO A HALT.

FREEPLAY
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

Don't panic! Don't panic! Stay calm. Yes, you HAVE reached the end of another issue of your favourite mag-within-a-mag and you're already having withdrawal symptoms. We understand, but there's no need to snatch at the nearest pack of fags, for we will be back for another fun-packed issue next month. But we can can only be back if you want us back. I mean, hey, FreePlay is the product of your effort and affection, so keep sending your love to us and we'll give you back to you – with interest.



ED'S TIPS

Judging from the number of crap contributions to High Scores we've had lately, hardly anybody's reading Ed's Tips. It's your loss, cos if you don't listen to Ed, you'll be forever sending him pathetic scores you've notched up on piss-easy games – and he'll just chuck 'em in the bin, because he's a ruthless gaming ogre like that is our Ed.

HIGH SCORES

Show off your gaming skill by sending us your High Scores. But it has to be a genuinely big score – not an "It's a bit small, but I'm happy with it" score, of which we have had many this month. Look, it's not that we mind reading your crap scores – they make us laugh – but it's not the point is it?

DRAWINZ

The National Gallery wants to show some Drawinz as a major exhibition of the pre-Millennial Crap Sketch Movement. The deadline is fast approaching, so send us your marseterpieces immediately.

MELTING POT

The new-look Melting Pot is the place where your ideas are read by Ferrari-driving play-boys who have the power to make or break you – ie Alex Huhtala.

MOST WANTED

You can't always get what you want in this world – not unless you read FreePlay and CVG you can't anyway. With us, the generous souls that we are, not only do you get two magazines for the price of 8.4 cigarettes, but you get two magazines full of stuff you want – because you asked for it. But if you don't ask, you don't get. So get asking by filling in the form below.

BEST/WORST

Tell us what you think are the best or worst bits of this month's CVG. Choose your own categories if you want, but here are a few sugges-tions below. Don't get carried away now, but the best entries (basically, anyone who sends bribes) is likely to receive a free T-shirt. (Anyone who doesn't bribe us has to give us a free T-shirt!)

FANZINES

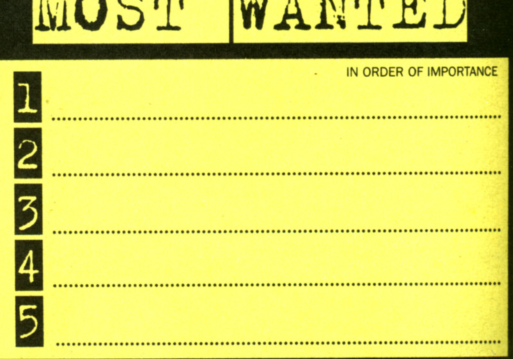
Rumour has it FreePlay nicks ideas from Fanzines you send in. We don't see it as nicking, but a natural consequence of the cross-fertilisation which occurs as a result of normal intercourse with our beloved readers.

CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1. BEST/WORST COMING SOON ....
2. BEST/WORST REVIEW ....
3. BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMEBER ....
4. BEST/WORST DRAWIN' ....
5. BEST/WORST DESIGNED PAGES ....
6. BEST/WORST COVER ....
7. SUGGEST A CATEGORY ....
8. SUGGEST A CATEGORY ....



MOST WANTED

IN ORDER OF IMPORTANCE

1. ....
2. ....
3. ....
4. ....
5. ....



CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

YOUR CHANCE TO WRITE FOR CVG!

FREEPLAY



NEXT MONTH

computer and video games

WE PREVIEW THE N64 VERSION OF THE AWESOME RACING GAME, WIPEOUT

SPECIAL REPORT ON E3, THE YEAR'S BIGGEST GAMES EVENT; WE REVEAL SECRET CHARACTERS FROM DEAD OR ALIVE AND SHOW YOU SOME KILLER MOVES FROM TEKKEN 3; PLUS SIM CITY 2000, F-ZERO; AND THERE'S MORE...

ISSUE No. 201 OUT ON JULY 15TH

BACK ISSUES!





Resident Evil 2, Gran Turismo, Yoshi's Story, Mystical Ninja Goemon, Sega Rally 2, F-Zero X, Snowboarding 1080°, WCW Vs NWO, Street Fighter Collection.



Yoshi's Story, Resident Evil 2, Panzer Dragoon Saga, Quake 2 guide, Grand Theft Auto tips, Gran Turismo, Battlezone, Forsaken, Alundra, Bust-A-Move, Motorhead, Gex 2.



First UK coverage (that isn't a complete joke!) on PlayStation Tekken 3, and the best N64 1080° story. Plus N64 Quake; Ergheiz (arcade); Quake 2 guide (all you need in four pages!).



Extensive coverage of all the best football games to coincide with the World Cup. Plus reviews of Gran Turismo, Forsaken, Vampire Savior, Point Blank and Ghost in the Shell. What more do you want?

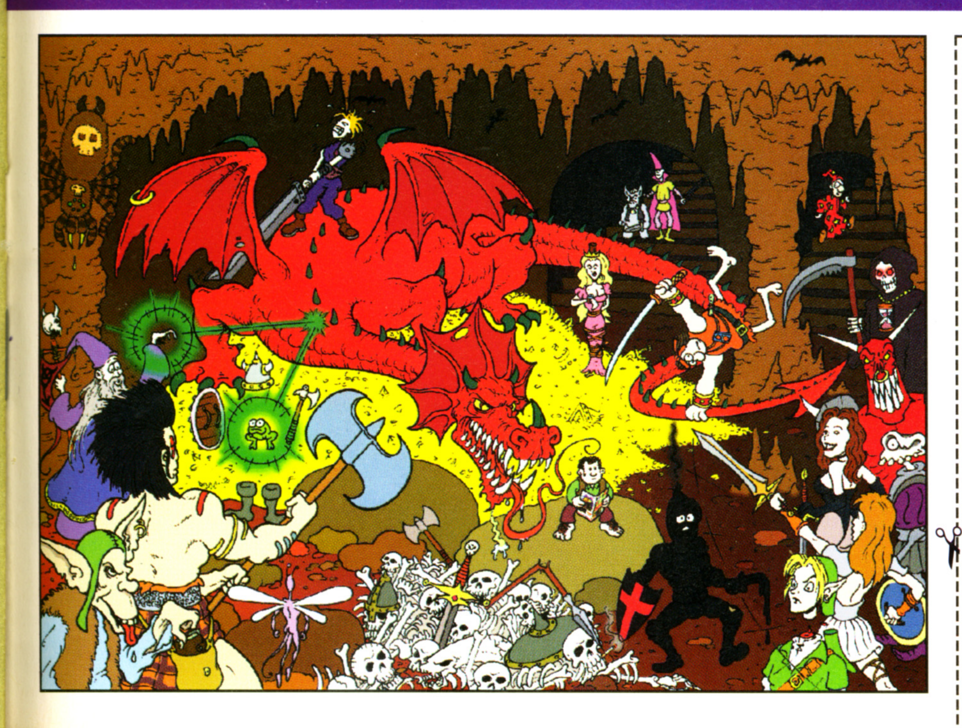
DON'T BE AFRAID OF YOUR TELEPHONE!



01 858 435350

IF YOU CAN HANDLE GAMES YOU CAN, AND WILL, DIAL THIS IMPORTANT NUMBER.





I'm normally mild mannered, but when I get angry, I go ballistic. Know what I mean? So when I come in to your shop to collect my copy of CVG, it'd better be there, or else! Do we understand each other? Good.

NAME ....

ADDRESS ....

....

SIGNED ....

DATE ....





CHECKPOINT

This month's events and software releases at a glance. **June-July**

IN ASSOCIATION WITH electronics boutique

This Checkpoint, covering the months of June and July 1998, is the best we've ever had! Absolutely fantastic. Without a doubt, the cream of the crop. Oh yes.

Joking aside, we have to say that this is one of the best Checkpoints in terms of Competition entries. The *Burning Rangers* entries we had were simply phenomenal, and we had so many top class drawings that we had to get half the building to judge! Nevertheless, we wittled it down to three winners whose entries you see on these very pages. However, if you fancy having a gander at some of the better entries, we've posted them on Game-Online. Have a look at the CVG section and you should find a link there. The address is http://www.game-online.com.





WIN! WIN!

COLIN McCRAE RALLY

The follow up to TOCA Touring Car from Codemasters is everything we thought and hoped it would be, so there is every reason to want to be one of our three winners. If you want a copy of this sitting in your PlayStation, then do the following. You have to draw a rally car, similar to the ones found in the game, and then draw it. But you have to add your own sponsors. They can be made up, but those that have the funniest collection of real life sponsors stands a better chance of winning. **TEAM ICE POP COLA BOTTLE** is what to mark your entries.

WORLD LEAGUE SOCCER

One of the best football games to arrive this summer is made all the better for the fact that it's appearing on the Saturn too. And it's that version we're giving away for you this month. To win a copy you have to use your skill, knowledge and luck by telling us who won the Golden Boot award at this years World Cup. It should still be incredibly fresh in your minds, so any wrong answers will be met with ultimate scorn. Send your answers to **IT'D BETTER NOT BE THE GERMANS AGAIN!** at the usual address.

UNREAL

This fantastic looking game from GT and Epic Megagames is finally here after all the hype and delays. And it looks amazing. So we want you lot to have the chance to play it. In the wake of the awesome Burning Rangers compo, we're going to try our luck again by seeing how many of the PC owners can produce awesome drawings. Again, all you have to do is make a new piece of artwork for the game, but has to be tip top, high quality drawings. Mark your entries **ANYTHING SATURN OWNERS CAN DO...** at the address below.

Send entries as soon as possible to:

**CHECKPOINT #200 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ**

ECTS '98

September
Earls Court Olympia
There is absolutely no other way to describe this than to say it is the British equivalent of E3. Most of the titles that appeared at E3 will also be here, along with the eagerly awaited – to say the least – British version of *Tekken 3*, which is due for release around the same month.

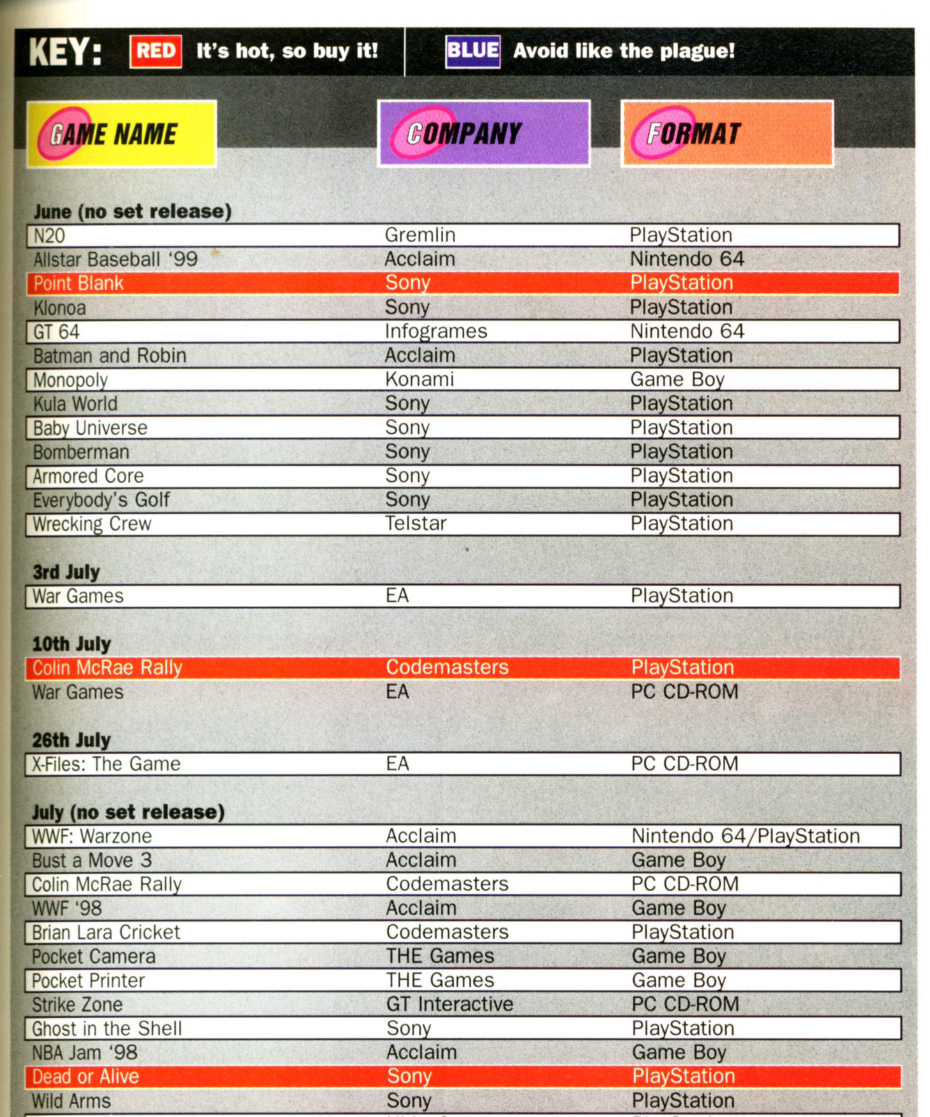
JAMMA SHOW

September
Tokyo Big Site
Arcade shows don't get any bigger than this. Expect *Street Fighter Alpha 3, Fighting Vipers 2*, Soul Calibur, Virtual On: Oratorio Tangram and hopefully Treasure's Radiant Silvergun too. This show is guaranteed to have some of the biggest arcade machines ever, and we'll be there in force.

***APRIL-MAY* SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH** electronics boutique

KEY: RED It's hot, so buy it! BLUE Avoid like the plague!

GAME NAME	COMPANY	FORMAT
5th June 1998		
NBA Courtside	THE Games	Nintendo 64
Rampage World Tour	GT Interactive	Nintendo 64
Buggy	Gremlin	PlayStation
Robotron X	GT Interactive	Nintendo 64
World League Soccer	Sega	Saturn
Super Pang	Infogrames	PlayStation
Micro Machines V3	Codemasters	PC CD-ROM
Wayne Gretzky	GT Interactive	Nintendo 64
Megaman Battle and Chase	Infogrames	PlayStation
Megaman 8	Infogrames	PlayStation
Strike Zone	GT Interactive	Nintendo 64
Castrol Honda Superbikes	Pinnacle	PC CD-ROM
Sensible Soccer: World Cup '98	GT Interactive	PC CD-ROM
International Football '98	Sega	PC CD-ROM
12th June		
Breath of Fire 3	Infogrames	PlayStation
Tommi Makkinen Rally	Europress	PlayStation
Burning Rangers	Sega	Saturn
Street Fighter Collection	Virgin	PlayStation
Road Rash 3D	EA	PlayStation
Conflict: Freespace	Interplay	PC CD-ROM
Unreal	GT Interactive	PC CD-ROM
Grand Prix Legends	Sierra	PC CD-ROM
Half Life	Sierra	PC CD-ROM
13th June		
Cruis'n World	THE Games	Nintendo 64
19th June		
Shining Force 3	Sega	Saturn
Aeronauts	Infogrames	PlayStation
Commandos: Behind Enemy Lines	Eidos	PC CD-ROM
Panzer Commander	Mindscape	PC CD-ROM
Dune 2000	Virgin	PC CD-ROM
Cyberstorm 2000	Sierra	PC CD-ROM
26th June		
Heart of Darkness	Infogrames	PlayStation/PC CD-ROM
Viper	Infogrames	PlayStation
Final Fantasy VII	Eidos	PC CD-ROM
Crime Killer	Interplay	PlayStation
V-Rally	Ocean	PC CD-ROM
Battlespire	Virgin	PC CD-ROM
30th June		
San Francisco Rush	GT Interactive	PlayStation
Atari Greatest Hits	GT Interactive	PlayStation
Mortal Kombat 4	GT Interactive	PlayStation



KEY: **RED** It's hot, so buy it! **BLUE** Avoid like the plague!

GAME NAME	COMPANY	FORMAT
June (no set release)		
N20	Gremlin	PlayStation
Allstar Baseball '99	Acclaim	Nintendo 64
Point Blank	Sony	PlayStation
Klonoa	Sony	PlayStation
GT 64	Infogrames	Nintendo 64
Batman and Robin	Acclaim	PlayStation
Monopoly	Konami	Game Boy
Kula World	Sony	PlayStation
Baby Universe	Sony	PlayStation
Bomberman	Sony	PlayStation
Armored Core	Sony	PlayStation
Everybody's Golf	Sony	PlayStation
Wrecking Crew	Telstar	PlayStation
3rd July		
War Games	EA	PlayStation
10th July		
Colin McRae Rally	Codemasters	PlayStation
War Games	EA	PC CD-ROM
26th July		
X-Files: The Game	EA	PC CD-ROM
July (no set release)		
WWF: Warzone	Acclaim	Nintendo 64/PlayStation
Bust a Move 3	Acclaim	Game Boy
Colin McRae Rally	Codemasters	PC CD-ROM
WWF '98	Acclaim	Game Boy
Brian Lara Cricket	Codemasters	PlayStation
Pocket Camera	THE Games	Game Boy
Pocket Printer	THE Games	Game Boy
Strike Zone	GT Interactive	PC CD-ROM
Ghost in the Shell	Sony	PlayStation
NBA Jam '98	Acclaim	Game Boy
Dead or Alive	Sony	PlayStation
Wild Arms	Sony	PlayStation
Shadow Gunner	Ubisoft	PlayStation



EB now have over 100 stores nationwide, which means there is no excuse for not being able to get your hands on the latest titles. Sign up to be a member of EB and not only will you get discounts on titles, but also be eligible for money off promotions and reward points. If you don't like what you've bought (and if you read CVG, there should be ono reason to get duff titles) then EB also have a 10 day, full refund, return policy. For more information ring 0800 317778.

SPECIAL THANKS



Once again, a special mention must go to our pals at EB. Without them, this page just wouldn't happen. But we must mention that neither ourselves, or EB can be held responsible for games slipping. All release dates are correct at time of going to press.



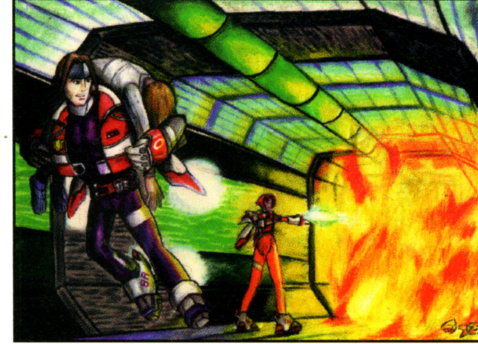
Wanted, *Dead or Alive*, by CVG team and everyone else – this game makes your eyes bounce!

BURNING RANGERS

The best competition we've run in Checkpoint. The standard of entries was simply outstanding and everyone who entered can take great satisfaction from what they've done. However, we had to pick three winners and here they are: Alex Watkinson from Derby, Stephen James of Skipton and Jean Paul Larché from Hayes all win themselves a copy of the game. Look at these drawings and you'll see why.







WINNERS! WINNERS!

RESIDENT EVIL 2

Some of the funniest pics we've had in a long while, and it's a shame we couldn't print all of them. However, these three win themselves a copy of Capcom's horror classic. Lorraine Lawson (this time you win!), Matt Clark plus Hollie and Jess Carew are all winners. Well done!







GOEMON 64

Again, some really cool ideas, but some pretty bizarre and scary ones too. However Karl Moores for his 'Mystical Binja', Robin Laird with his Adam 'Ay Fry' and Carl Holding and his 'Kill a Famous Idiot' complete the trio of winners. Well done lads.



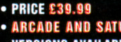












- PRICE £39.99
- ARCADE AND SATURN VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
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Being brilliant at *Tekken 3* isn't enough any more. If you want to be a true fighting game champion, you need complete mastery of Tecmo's *Dead Or Alive* as well!



Tekken 3 gives you the chance to act like you're in a Bruce Lee movie, but *Dead Or Alive* is more like a super-high-speed Jackie Chan fight-fest. It's got everything that makes kung-fu movies so much fun to watch – wild moves, painful throws, and plenty of edge-of-your-seat last minute escapes. The whole idea of the game is to master evading and returning attacks, and fights are constantly being turned on their heads when two good fighters are playing. There's nothing quite like it, and you'll need to get your head in gear before you get stuck into the game – which is where we come in...

HOLD IT!

As you may know by now, *Dead Or Alive* doesn't have a standard Guard button like most other 3D fighting games. Instead it has the unique Hold button which lets you quickly push attacks away, or do certain throws. Here's the basis of how it works:

COUNTER ATTACKS

Although *Dead Or Alive* seems to play like Sega's magnificent *Virtua Fighter* series, there's one big difference – you can't just guard every attack. The Hold button makes your fighter quickly push attacks away, giving you a chance to hit back, but you'll need to perfect the timing.

Learn your opponents' behaviour so that you can predict when they are going to attack, then catch their moves and hit back!



GRAPPLE THROWS

As with all the best 3D fighting games, certain characters can link holds together to make powerful throw combos. These are the most damaging attacks in the game, plus they look brilliant if you manage to pull them off during a fight. You use the Hold button to start the throws off, then add extra moves onto the end to do even more damage. You can normally spot which holds can be extended with extra throws by watching the way the fighters move. Take some time to figure all of them out.



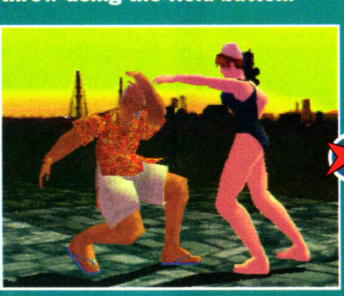

Jann-Lee has this headlock throw using the Hold button.



You can use the Hold button to initiate a second throw...



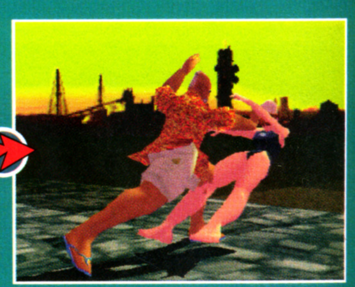
Which links from the headlock smoothly. Very cool.



Here's one of Gen-Fu's simple Hold button throws.



He holds his opponent's hand, then hits their face...



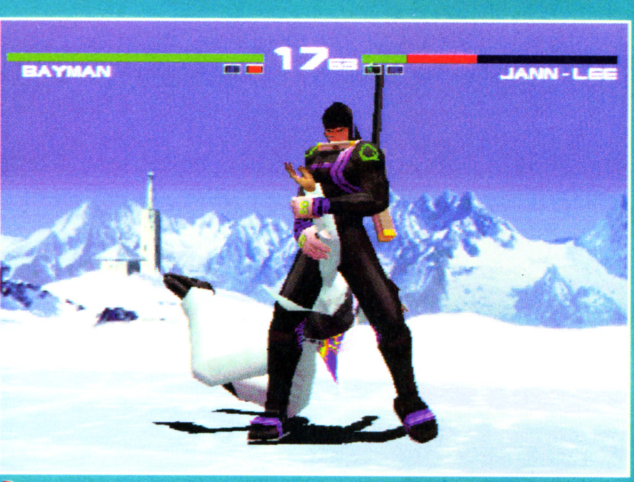
And a second Hold throw makes him slap them away!

DOES MY BUM LOOK BIG IN THIS?



One of Zack's costumes makes him look like a Teletubby.

As with the Saturn version of *Dead Or Alive*, there are loads of hidden costumes for each character. Each male fighter has five outfits (Raidou has three), while the ladies each have 15! As you finish the game with someone, another choice is added to their virtual wardrobe so it takes quite a bit of work to collect the whole set. The costumes aren't all serious – in fact, there are some completely bizarre ones!



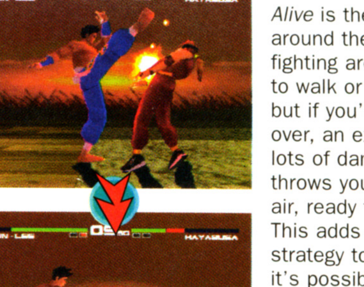
Surely Bayman's scuba outfit would be difficult to fight in.





Each of the female characters has a big selection of wacky skimpy costumes.

DANGER: KEEP OUT!





You can use the Danger Zone's explosions to throw your opponent back into the air where you can keep hitting them. This lets you do some amazing combos.

One of the most original features of *Dead Or Alive* is the Danger Zone around the edge of the fighting arenas. It's safe to walk or jump on it, but if you're knocked over, an explosion does lots of damage and throws you high into the air, ready for more hits. This adds lots more strategy to the fights, as it's possible to lure your opponent into the Danger Zone and do big damage to bring a fight back from the edge of defeat.

In the arcade and on the Saturn it's easy to see the Danger Zone – it looks like a metal grid with hot coals underneath, but in the PlayStation version the difference is more subtle. Also, there's no limit to the arenas as in previous versions so it's not possible to get a Ring Out victory any more. Instead, the stages go on and on infinitely as they do in the *Tekken* games.



Throws do a lot of damage when performed in the Danger Zone. They can even start combos!





THE NEW CHALLENGERS

The PlayStation version of *Dead Or Alive* adds two fighters to the original arcade bunch. On top of the standard eight selectable characters and the final playable boss, Raidou, you also get a wrestler called Bass and a hidden white-haired girl, Ayane.

BASS



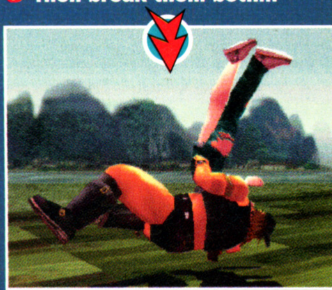
A Hulk Hogan lookalike (he even does a similar pose when he wins a fight!), Bass has loads of cool throws and powerful punches and kicks. He's a lot slower than the other fighters, but can be a lot of fun to play. Take some time to learn everything that he can do before you take him into a proper fight or you'll look like a bit of a fool.



Bend one of her arms...



Then break them both...

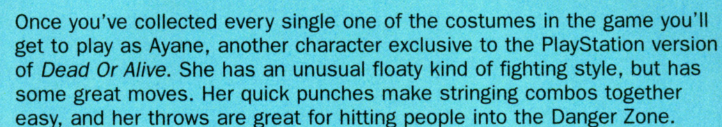


Then drop her on her head!



AYANE

Once you've collected every single one of the costumes in the game you'll get to play as Ayane, another character exclusive to the PlayStation version of *Dead Or Alive*. She has an unusual floaty kind of fighting style, but has some great moves. Her quick punches make stringing combos together easy, and her throws are great for hitting people into the Danger Zone.







This rear throw of Ayane's does plenty of damage if you do it in the Danger Zone.





Ayane swings round Raidou...



Sticks her feet in his back...



And throws him backwards!

DEAD OR ALIVE

REVIEW

FRESH LOOKS

PlayStation *Dead Or Alive* looks very different from the original arcade version. The whole game has a feel similar to that of Squaresoft's Japanese fighting game *Tobal 2*, and many of the backgrounds have been redesigned so that they work better with the new infinite fighting area. For example, the impressive moving elevator has been replaced with a new city ruins stage.

Arcade *Dead Or Alive* runs on Sega's Model 2 board, and though the fighters and backgrounds look fantastic, there is no real-time lighting. The PlayStation version has lovely coloured lighting effects in places which make the fighters look very solid and realistic.



While fighting on this new snowy stage you can see the fighters' breath because it's so cold!







2ND OPINION

After *Tekken 3* and *Virtua Fighter 3* you miss the ability to step around your opponent. However, the exchange of attacks in *Dead Or Alive* is so fast, you don't really have time to worry about this. Reversing and counter-reversing attacks is simple, but it's what you do with the opportunity this creates that is the key. Novice players tend to wind up trading slaps, but it's when you become skilled enough to reply with an impressive combo that this game really comes alive. I think *Dead Or Alive* is less rewarding in a solo game than *Tekken 3*, but with two players competing, *Dead Or Alive* pretty much makes it even.

PAUL DAVIES

CVG OPINION

***Dead Or Alive* makes more sense to me than *Tekken* does. Like the *Virtua Fighter* games, you can figure out your own combos and moves without resorting to a big list as you must with most fighting games. The thing that really makes it play differently is the way that it's so easy to counter moves, and this keeps the speed of the fights up. Also, someone who's not so great at the game will always have a chance of turning things around if an expert makes a mistake. The graphics are great, but don't look much like the arcade game – the best thing is that they move so smoothly that it's easy to see what's going on. In two-player mode, *Dead Or Alive* is lots of fun, especially if you've got two decent gamers playing. You really need total concentration if you're going to have a chance of winning, and you have to constantly plan in advance. The one-player game is marred by the fact that the age-old fighting game trick works – constant jump kicks will beat any opponent on any difficulty level, ruining the feeling of fighting real people. But still, anyone into fighting games MUST get this as well as *Tekken 3* – it's more of a skill test than a memory test.**

ED LOMAS

GET YER BITS OUT FER THE LADS!

You'll no doubt have heard about the over-the-top movement of the ladies' breasts in *Dead Or Alive*, as it's one of the features that's going to get tons of 12-year-olds buying the game. Thing is, Tecmo took them seriously too and had one programmer dedicated entirely to ensuring that they moved realistically! What a job!







RATING



A brilliant fighting game slightly let down by a few minor points. Certainly one of the best of its kind on the PlayStation.

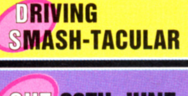














OUT 26TH JUNE





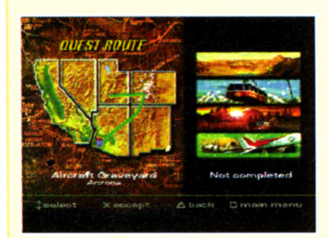
You could say this is a cross between a driving game and *Mortal Kombat*, but *Vigilante 8* deserves a better description.

VIGILANTE 8

It's Vigilantes versus Coyotes in this game of road rage in the American outlands. Mobile gangsters are out to ruin the USA by destroying its oil supplies, while outraged citizens fight back in the only way they know how – fitting high-powered, top secret weapons to their cars and blasting the gangsters off the road. *Vigilante 8* is the PlayStation 'adaptation' of Activision's PC title, *Interstate '76*. It's not a conversion because the game structure has been changed and a couple of elements have been removed, but it still features the same kind of highway carnage and 70s style as its forerunner.



DESTINY'S ROAD





You start *Vigilante 8*'s Quest mode with eight characters, four evil Coyotes and four good-guy Vigilantes, each with their own vehicle and their own 'destiny'. To fulfill his or her destiny, a character has to complete four missions in arena-style settings around the USA, with the prime objective of destroying particular targets if you're a Coyote, or defending them if you're Vigilante. To progress from mission to mission you have to complete the main objective (blasting power transformers at the Hoover Dam, for example) and also eliminate an ever-increasing number of enemy cars. At the end of the fourth mission you take on a boss. Beat him and you're treated to a video of your character meeting their final destiny.

As drivers complete their missions, new characters and new arenas are revealed. To totally finish the game you have to collect every character and complete their destinies. Only then will you discover the mysterious force behind this car-based carnage.





TRUCKS WITH GUNS

As well as a bonnet-mounted mini gun, all the vehicles have room for three special weapons. Stock up on homing and dumb-fire missiles, as well as auto-cannons, mortars and mines by running into the floating icons. Each character also has their own special weapon, things like killer bee swarms, scatter missiles or laser cannons. These are concealed inside green crates, which are found in open country and hidden inside buildings or in hard-to-reach places (like in mid-air) so getting to them needs a bit of trick driving.

Houston 3 can pick up a laser turret.



Loki's missiles split into bomblets!



This warp takes you to mid-air prizes!















AUTO KOMBAT!

You've thrashed your opponent within an inch of his life, but before you deliver the killing blow watch out for the 'TOTAL IT' message. This is the equivalent of the *Mortal Kombat* 'Finish Him' and it's your cue to obliterate your foe with a special move or a special weapon. Pull it off quickly and your foe gets thoroughly toasted while you get extra mission credit!



The Strider has almost had it. Quickly pull off a combo!



A Crater Maker special move and he's TOTALED! (sic)



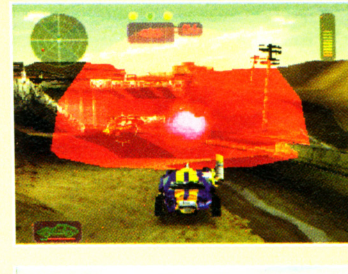
Such a cool kill nets 85% and a Most Wanted rating.





CAR-BORNE COMBOS

Each weapon has two other high-powered functions which are activated with special joypad manoeuvres. Most are along the lines of firing several shots at once, or concentrating all your ammo into one enormous firestorm, but that's not all. Rockets can be used as decoys to draw away enemy homing weapons, or you can fire them without releasing them to give your car a speed boost. You can also fire shots which flip an enemy car over or send it out of control, or lay mines that magnetically trap a car, thus leaving it vulnerable while you lay into it with your bonnet-mounted mini-gun. Ho ho.







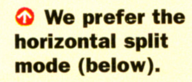


CO-DRIVERS

V8 has a split-screen two-player mode which works as one-on-one battle or a co-operative game. Pick your car then pick your opponents and set up how many you'll be facing. In the one-on-one battle the winner is the last man driving, but in co-op mode the game is over as soon as one of you cops it, so you've got to watch out for each other.







We prefer the horizontal split mode (below).



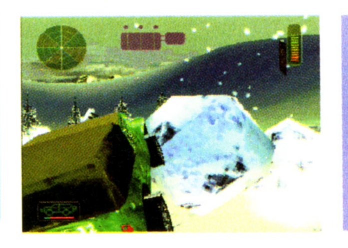
CVG OPINION

This looks like a rather uninspiring deathmatch game with cars, but a bit more playing reveals the truth. Completing the missions while fending off the enemy cars is fun, and the basic challenge is really livened up by the addition of the special moves, the large, detailed arenas complete with hidden areas and weapons, and the way this whole 'destiny' business is structured. You might think repeatedly playing the game through with all the characters would be tedious, but the varied locations with new objectives and weapons make it different every time. Whether you go for the 70s style or not (it's not that prominent anyway), this is a cool and unusual shoot-'em-up which is definitely worth a shot.

PAUL GLANCEY

DUEL WITH A DUAL!

V8 plays better with one of the new Dual Shock controllers. That's not because of the vibro-palm effects, but because the car is easier to control with the left thumb stick, and you can also rotate and zoom the view to follow a target with the right thumb stick.



RATING







Car-based shoot-'em-ups rarely work as well as Vigilante 8 does. A bit weird but fans of cars and explosions won't be disappointed.

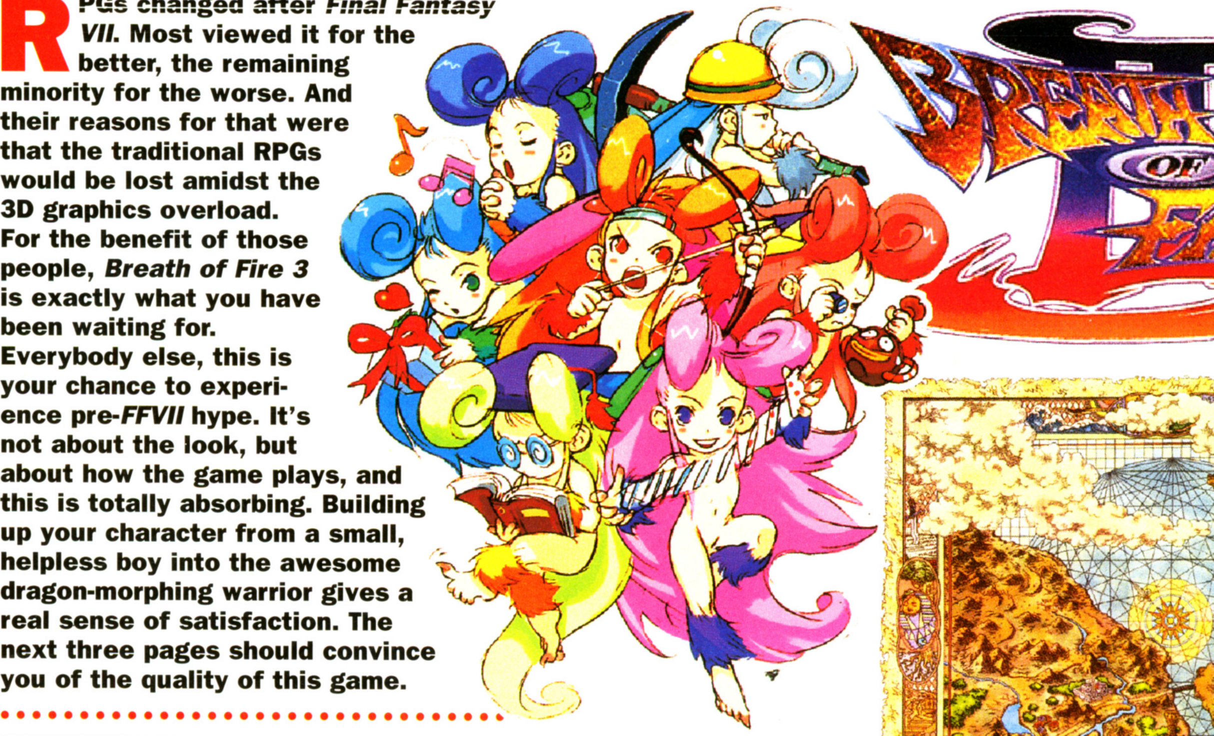






It seemed that nobody wanted to pick up the rights for *Breath of Fire 3* outside of Japan. However, Ocean took the plunge and it looks as though they'll reap the rewards.

RPGs changed after *Final Fantasy VII*. Most viewed it for the better, the remaining minority for the worse. And their reasons for that were that the traditional RPGs would be lost amidst the 3D graphics overload. For the benefit of those people, *Breath of Fire 3* is exactly what you have been waiting for. Everybody else, this is your chance to experience pre-*FFVII* hype. It's not about the look, but about how the game plays, and this is totally absorbing. Building up your character from a small, helpless boy into the awesome dragon-morphing warrior gives a real sense of satisfaction. The next three pages should convince you of the quality of this game.







After the Unicorn guys kill you, the Dragon blood flows through your veins and you morph into this pup.



ENTER THE DRAGON

You start the game as a Dragon, but soon find that this is not how you stay. In fact, it's only once you really start to progress that you learn what is called the Dragon Gene System. Basically, even though you take the form of a human for the bulk of the game, you have the blood of a dragon flowing through you. This means you can alter your appearance during battles to utilise all of the powers a dragon would have. Once you have the power to morph, it's down to you to pick up all the dragon genes, so that you can use all the spells.



First, you need to pick the spell that morphs your character into a dragon.



Then sit back and watch the transformation underneath this huge explosion.



In your new Dragon form all of these spells can be used, using no magic points.



The Whelp Breath is the best looking attack and can hit more than one enemy.

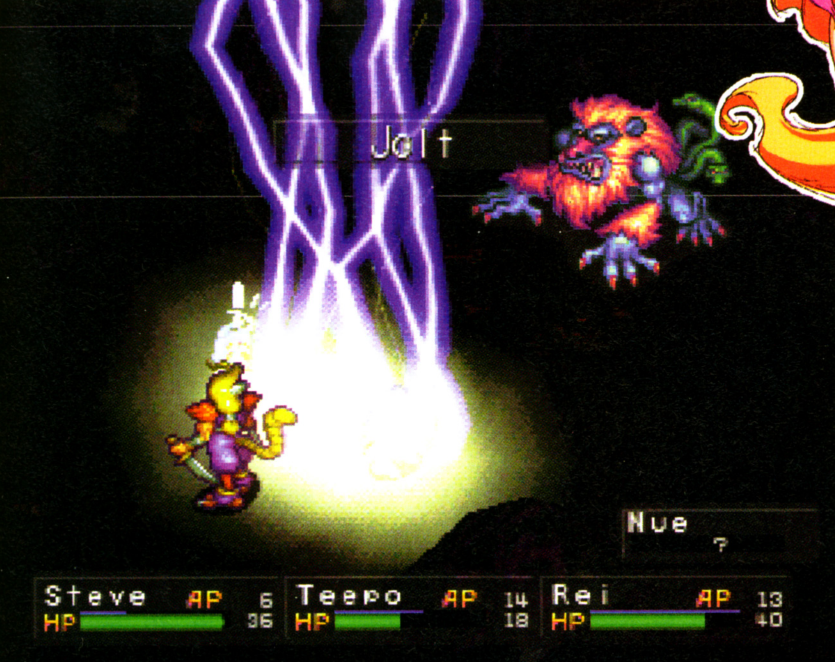


And the Fire Claw attacks one enemy, but with an awesome amount of power.

REVIEW

WHO THE DADDY NOW?

There are a total of 17 masters in *Breath of Fire 3*, and finding them is crucial to your task. You see, once you have assigned yourself to a particular master they act as mentors, teaching you new attacks. You can talk to one of these wise old men and he'll offer advice. You can select which characters he is to tutor. The way you acquire new skills is by returning to them after you've increased in experience levels. The more experienced you become (or the more fights you win) the more he can teach you. It's worth remembering that if you're ever in the area to go back and learn a few new spells.



The Jolt attack is one of the most common attacks for your team and enemies.









DO YOUR JOB MATE

In order to break into the McNeil mansions, you need to negotiate the guards who are patrolling the boundaries. The good thing as far as you're concerned is that most of these guys are really slack at their jobs, and can easily be sweet talked into letting you through. The first guard wants fifty gold pieces to move, and you get that from a thief who is hiding in the grounds. The second has lost his wallet which you have to return to him, and another can be moved by ringing a bell, fooling him into thinking it's his time for break. It all culminates in the guard you fooled into taking a fag break saying that if you go and defeat the guard dog, it will look like it's the pup's fault rather than his, and he'll turn a blind eye as you scamper past! You soon discover the dog is no pup, though!



50 gold pieces and you're through.

SPOOKS YOU SIR!

Busting your way into the mansion of McNeil is one of the tasks you have to undertake in the early stages of the game. Having saved the city once, you're asked if you can storm the mayor's mansion to rob him of all the tax money that he has stolen from the citizens. The trouble is, the McNeil ancestors are still kicking about in a ghostly form and are intent on stopping you. You have to defeat four of the old family members who haunt the mansion, before they all cobble together to make the ultimate ghostly beast. Defeating them all is tough, especially as you don't have Lei included in your party, but thankfully he returns to you in time for the final and most important ghost battle in McNeil's bedroom.



The ghosts are still quite tough in this form. Here we have the sleep spell in action, complete with swaying pendulum which, surprise surprise, makes one of your party fall asleep!



But this is the ghost they all morph into. It can cast all the spells the smaller ghosts had, plus a couple of other nasty attacks that you won't be expecting.



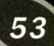
After you morph into the dragon, your captors take you to their king to present you as a gift to him.







REVIEW



I AM THE MAGIC MAN

Magic and spellcasting are the key ingredients to this game if you want to get any great distance into it. As mentioned elsewhere though, you cannot get the better spells until you have the experience points and have linked up to a master. However, the programmers have really gone to town with the effects some magic has, as these shots demonstrate.

The Dream Breath spell sends the unfortunate recipient into a deep sleep, but this gradually wears off after two or three rounds.



The small egg above the dead Rei is actually you! The Chicken (called Rocky) has a spell which turns characters into eggs! And it last ages.









KICK, PUNCH, CHOP!



Once you meet up with these two guys, you know you're about to get into the really serious parts of the game. You cannot beat them in a fight, but you will get the chance for revenge later.

Each character has a special attack or move that can be used at any time, even when you're not in battles. Each of these moves is activated by pressing the Triangle button. Your character swipes his sword, which is used first for chopping wood once Bunion has caught you in his house. Teepo has a kick attack which you need to boot over small rocks and boulders. Rei picks locks with his, and Nina (who you meet later in the game) gives you a swipe with her magic wand.

COCKTAIL SIR?

As well as magic spells, you can also pick up items that have the same effect. Searching the more obscure areas of dungeons and houses will reap you rewards. Items like the Molotov, which sends a huge explosion crashing down on an unsuspecting enemy, or the Firecracker, which inflicts huge damage on a group of enemies, are good items to have stashed away. If you select Use from the fight menu, and scroll through the items you have, their effect is displayed at the top of the screen, in case you were wondering.



A small, but powerful explosion.



Do you think they'll survive that?

CVG OPINION

As you may have already guessed, I love *Breath of Fire 3*. It's this sort of RPG that restores my faith in the gameplay over graphics debate, because this is so engrossing to play, you really do become fully immersed in the story. The difficulty pitch in this is perfect too, with it being challenging all the way through and yet easy enough to progress once you've taken a little time to think about what you're supposed to be doing. Graphically, it certainly doesn't match *FFVII*, but it doesn't try to. And apart from the fact that they are both RPGs, there is no similarity between the two games. You can own both and see the best of both sides of the RPG spectrum. It's one of the few games that I really want to play through to the end, and I advise all of you to do the same. Awesome.

STEVE KEY



A totally engrossing RPG that will have you sitting in front of your TV screen for hours. This comes very highly recommended.



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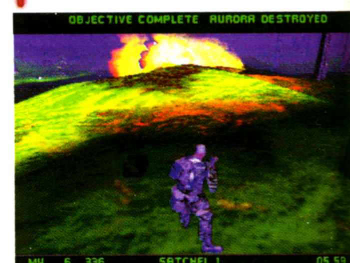
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SPEC OPS:

When you think about it, why nobody has tried to create a game like *Special Ops* before is a mystery. But that is irrelevant now, as Zombie have claimed this type of game as their own. This, they are hoping, will be the title that establishes the *Special Ops* brand, and their follow-up games reinforce it as the ultimate in army-based combat games. It went to number 2 in the all-formats chart in America, which is no mean feat. But will it do the same in Britain? If you people have any sense, it will!





NOT A THORPE PARK RANGER

Once you've selected the mission you want to play, you're given a choice of rangers to carry out the orders. These change according to the specifics of the level, but choosing the wrong people will usually result in your failure and death. The further into the game you get, the better-equipped the rangers become. The Sniper, for example, has a x4 zoom scope on his gun. Later on, he gets night-vision goggles too.



If you do not move away from explosives once they are planted, you'll take damage from the blast.

THE HILLS ARE ALIVE

The sound is one of the main reasons this game works as well as it does. When you begin a level you can hear mortar fire in the distance and machine guns firing all around. Straight away you get into a sense of panic and hit the deck in case you picked off. You also have voice commands to instruct your other ranger. They're only basic, but "follow me" and "fire 'em up" are useful messages to activate at the touch of a button.

As you can see, the lighting from 3D accelerated versions is very cool.

CVG OPINION

Right from the word go, you can tell *Special Ops* is going to be a good game. The military sounding music and still pictures are very cool, but nothing compared to what awaits you in the actual levels. Seeing your two guys ducking behind foliage and picking guys off with the sniper rifles is immensely satisfying. The missions are varied and become more challenging as you progress deeper into enemy territory. Graphically it's very impressive too. 3Dfx owners will be treated to loads of lighting effects (once a building catches fire, the flickering flames illuminate the ranger) and realistic terrain layouts. It's a shame more wasn't made of this game, but if they manage to get the SAS or Navy Seals license as they are hoping, the *Special Ops* series could become huge.

STEVE KEY

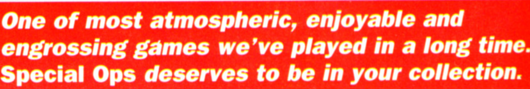






The camouflage outfits your guys wear change depending on the terrain.

RATING

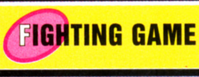


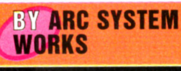
One of most atmospheric, enjoyable and engrossing games we've played in a long time. Special Ops deserves to be in your collection.

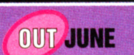

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There can be only one name for a tournament featuring epic battles between the universe's greatest fighters – *Guilty Gear*!

GUILTY GEAR

Other than the big games from Capcom and SNK, there are relatively few 2D fighting games around at the moment. Instead, many developers have chosen to make 3D fighters – drawing and animating original detailed characters takes too long for most people to bother with. Which is why *Guilty Gear* comes as such a surprise – a traditional-style 2D fighting game which has clearly had a lot of effort put into it.

A KICK IN THE CHOPS

A good combo system is what makes a great fighting game, and *Guilty Gear*'s works very well indeed. Like the *Street Fighter Alpha* games it's possible not only to link standard attacks together in a "chain" combo, but also to mix them in with special moves and super attacks. With a little bit of practice you can figure out chain combos of over 10 hits which are very satisfying to pull off. It's also possible to do "juggle" combos and keep your opponent in the air while you repeatedly kick them in.

Unfortunately, *Guilty Gear* has one of the worst Training Modes ever. There's no way of calling up a moves list, there are no real training options, and your opponent falls over and restarts when they run out of energy. You might as well just play in Versus Mode.





BUT WASN'T HE IN SOMETHING ELSE?

There are 10 standard characters available when you start playing *Guilty Gear*. None of them are particularly original, but they all look and control differently from one another, even if just about every move is similar to one from another fighting game.



Chipp is the standard Ryu/Ken style fighter who is fairly quick, fairly powerful, and even has a Dragon Punch.



Zato's very *Vampire Savior*. He has loads of dark spirits which attack from around him, a bit like Demitri.

SHINKUU-HADOKEN!

As you'd expect, a power bar at the bottom of the screen goes up every time you attack, enabling you to do a super attack when it's full. These are performed in pretty much the same way as *Street Fighter*'s moves – normally two fireball motions followed by an attack button – and they do similar things. Could be a big fireball, could be a crazy throw, or even a multi-hit combo.



Super attacks start like this.

CVG OPINION

Guilty Gear is initially totally unappealing, with unoriginal characters and nothing that hasn't been done loads of times before. But take time to figure out some combos and it gets a lot better. Just about anything goes in terms of combos – jumping attacks, chains, juggles, supers, even mid-air specials – so 2D fighting game fans will appreciate this. The graphics aren't great, but a lot of effort has been put into certain characters, especially in terms of animation. The controls are just about right too, and everything moves at a decent speed. There's no way *Guilty Gear* is going to attract casual gamers, but hardcore 2D fighting game fans who've already had too much *Street Fighter*, *Marvel Super Heroes* or *King Of Fighters* will find plenty here to keep them happy. Unfortunately, no-one else will give a brass monkey's uncle's ass about it and will hate *Guilty Gear* completely.





RATING



Doesn't look great, doesn't do anything special, but can be fun to play if you take the time to learn it. One for real fight fans only.





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Those who are fed up with all the football hype and World Cup palaver can rest at ease. They can get away from it all on a leisurely stroll around the golf course instead.

Everybody's GOLF

E*verybody's Golf* has been out in Japan for quite a while now and, somewhat surprisingly, managed to stay in the top 10 best-selling games chart while games like *Gran Turismo* and *Yoshi* were released. So what's the big deal then? It's just the pure simplicity of it that seems to have made it a winner. There are no ultra-complicated swing bars or tons of on-screen info to confuse you. It's just a plain and simple arcade style golf game. Anyone can pick it up and can, within a couple of holes, master the basics and will be looking at pars and birdies the rest of the way round. Cool.





Course 2 is not selectable at the start.

Notice the grass divot, even though the golfer is on the water's edge.

STRAIGHT DOWN THE MIDDLE

Taking a shot is incredibly simple in *Everybody's Golf*. The shot meter is a bar at the bottom of the screen and all you have to do is press X to start it going. Hit the same button when it gets to the end of the bar to set the power, and again when it returns to its starting point to judge the direction of the shot. Stop it too early and the ball will hook to the left. Too late and it'll slice off to the right. However, if you manage to stop it at maximum power and exactly on the accuracy line, you'll get the perfect shot. Your player will whistle as they are about to hit it, and the caddie will bellow "Nice Shot" as the same phrase appears at the top of the screen – just to make you feel even more smug.





First the power meter is stopped at the full monty...



...and once stopped on 100% accuracy, the guy whistles...



...and whacks the ball with the orange trail, followed by...



...this lovely little message and approval from the caddie.



MAD AS A HATTER







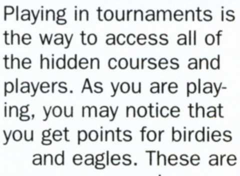
A cool little feature to *Everybody's Golf* is the option you have to play Crazy Golf. As purveyors of Southend sea front or Brighton Pier will no doubt recognise, this is basically a nutty version of the real thing. You are placed in strangely shaped putting greens with small barriers running along the hole so that the ball never leaves the area. Then you have three shots to get the ball into the hole. This may sound simple, but when you have to deal with huge hills, U-shaped holes and water hazards, it can get tricky. But not that difficult really.

WATCH THE BIRDIE



Try telling us that this view is actually useful.





Once you hit the green and are sweating it out trying to get that vital last par to win the tournament, a whole host of options become available to you. If you want to have a closer look at the putt in question, the triangle and circle will zoom in and out and start flips the camera to a view looking down on the green from a far view. R1 toggles the grid squares and L1 switches to a camera behind the hole. The cool thing is that everything can be used at the touch of a button.

KING OF THE NINE IRON TOURNAMENT

Playing in tournaments is the way to access all of the hidden courses and players. As you are playing, you may notice that you get points for birdies and eagles. These are your experience points. Once you collect a few of them, more of the game's features open up. By winning the first tournament, for example, you get enough experience to free the second course up. It does mean a heck of a lot of play if you're going to get the full benefits from this, but the rewards are quite satisfying.



Every birdie and eagle you get will be rewarded with experience points. At the end of the tournament these are converted and you get a bulk total. Get over 50 on the first course, and the second becomes playable.

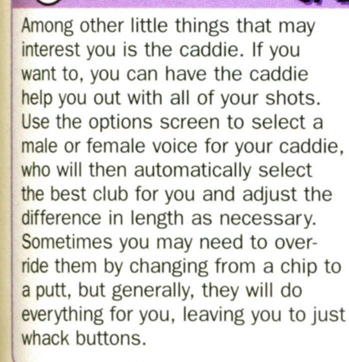
By pressing R2, you can gauge the wind distance as a handful of grass will fly up and blow in the right direction.

CVG OPINION

If you want to be eased in to PlayStation golf games, then you can't go wrong with this. Graphically it is par for the course (no pun intended), and has multiple replays and so forth. But if you buy *Everybody's Golf* expecting some PGA simulation, after a couple of days' play it will end up gathering dust. Although this is a simple game to just pick up a play, there is no real sense of enjoyment in sitting through tournament after tournament trying to get the hidden courses up. It feels like robot golf. Swing, hit, chip, putt and repeat until finished. It's OK for the a quick nine holes, or even multiplayer with a few mates but unless the competition is fierce, you'll find yourself pretty bored. Something else which seems strange is the fact you cannot quit out of the game without physically turning off the machine!

STEVE KEY

CADDYSHACK



Among other little things that may interest you is the caddie. If you want to, you can have the caddie help you out with all of your shots. Use the options screen to select a male or female voice for your caddie, who will then automatically select the best club for you and adjust the difference in length as necessary. Sometimes you may need to override them by changing from a chip to a putt, but generally, they will do everything for you, leaving you to just whack buttons.

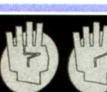






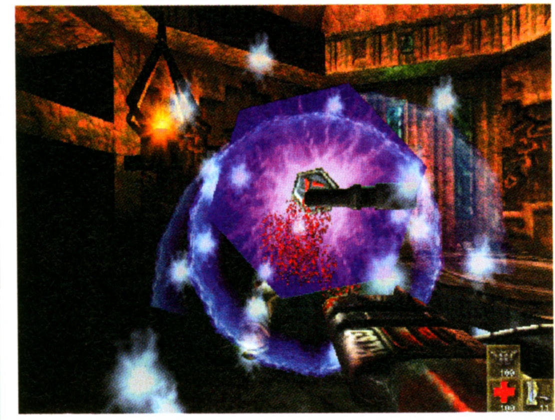








Everybody's Golf certainly won't be for everybody, but it's a fun and enjoyable little golf game nonetheless.

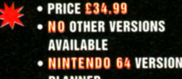


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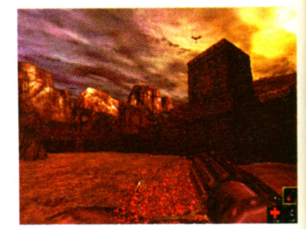
It's been almost four years in development, but the time has paid off. Prepare yourself for the most amazing graphics ever seen!



We've had to wait ages for *Unreal* – it was first shown at around the same time as original *Quake* and has been worked on solidly since. Every time a breakthrough was made in PC technology, Epic MegaGames made sure that *Unreal* took full advantage of it. The result is a game which matches their original design, even though it once sounded completely impossible to make a game of such scope. If you want to experience the future of video game graphics today, buy the most powerful PC you can get your hands on and check out *Unreal* – it'll blow you away.







W-WHERE AM I?

The basic story of *Unreal* goes like this: You're a criminal being transported across the galaxy in a giant prison ship called the Vortex Rikers which goes haywire as it passes a distant planet. There's a massive crash and you wake up, injured, inside your damaged cell with the bodies of dead prisoners around you. Your first task is to get out of the prison ship, then work out where you are and what's going on...

You'll meet a few of these guys straight away.

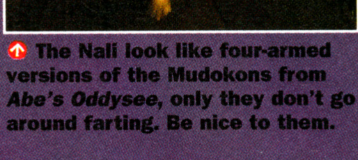
UNREAL LIFE

The planet on which the Vortex Rikers has crashed gives off strange magnetic forces which have caused many other species to land over the years. The violent Skaarj have killed most of the other creatures, and are therefore the dominant species.

The Nali are peaceful four-armed creatures who have lived on the planet for generations. If you're nice to them, they'll often guide you to hidden rooms, but go around threatening them and they'll just cower in the corner.







The Nali look like four-armed versions of the Mudokons from *Abe's Oddysee*, only they don't go around farting. Be nice to them.

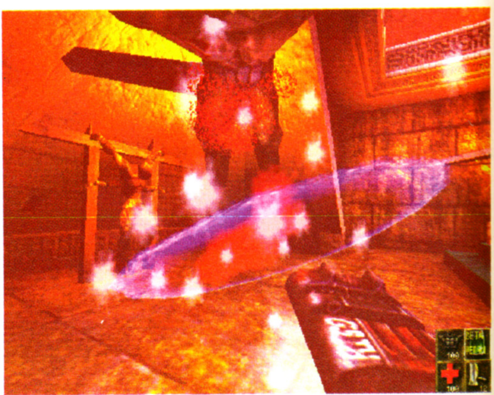


There are various classes of Skaarj warriors. The more armour they are wearing, the better their weapons are going to be.

A BULLET IN THE HEAD

You start *Unreal* completely unarmed, but soon find a small laser blaster with an energy source which recharges infinitely. Plenty more turn up as you play through the game, each with its own ammunition and two firing styles. As well as a standard shot, each weapon can be fired a second way just like those in *Dark Forces*. For example, the standard blaster can fire single shots or can be charged up to fire more powerful blasts. The Eightball gun can be used as a rocket launcher, grenade launcher, homing missile, or even a super-powerful multiple shot cannon!

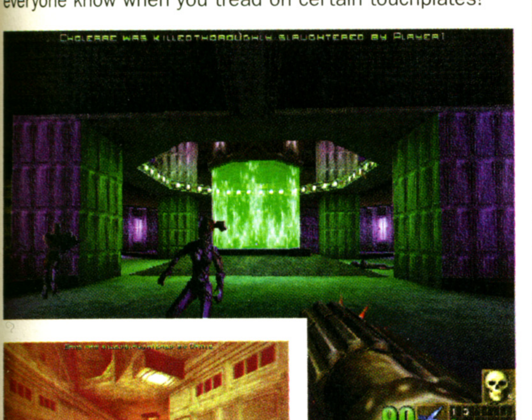


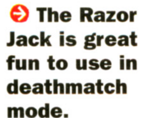




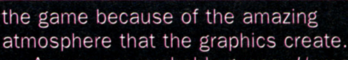
DEATH FOR ALL THE FAMILY

With multiplayer PC gaming getting more and more popular, it's essential for an action game like *Unreal* to have a good deathmatch mode. You can have free-for-all battles, team games, King Of The Hill games, and the cool DarkMatch. Here you play in a pitch black level where every player has a torch. The deathmatch levels each have clever gimmicks – in one level there's no health apart from a big green pod in the middle. Standing here regenerates your health, but makes you an easy target to the other players. In another, a voice lets everyone know when you tread on certain touchplates!





The glowing green thing is the Heal Pod. A switch in the level makes the roof squash anyone inside.



HOLD ONTO YOUR EYEBALLS!

Unreal certainly has some of the most impressive graphics we've ever seen. Just-about every single special effect so far invented has been used to create some incredibly atmospheric levels: Coloured real-time lighting, lens flare, volumetric lighting, real-time fractals, anti-aliasing, extro-triscrotular trunking, bicranial scabbing, and even polar sprouting. All of this means nothing until you actually play the game and discover that you get completely sucked into the game because of the amazing atmosphere that the graphics create.

As you can probably guess, *Unreal* needs a big machine to run smoothly. Preferably something faster than a 300Mhz Pentium II with 64Mb RAM and a Voodoo 2 card (plus over 360Mb of hard drive space). We played the game on a MMX Pentium 200 with 32Mb RAM and a 3Dfx card and it's hardly playable at all. Unfortunately, *Unreal* is a game for enthusiasts only. Rich enthusiasts.





The scenery is truly amazing. The blue crystals on the left give off an amazing rippling blue glow.

The detail on the creatures is astounding. You'll be letting them get right up close just so you can have a good look at them, even though they'll kill you in seconds.

The Razor Jack is great fun to use in deathmatch mode.





CREATE NEW WORLDS

Unreal's amazing game engine took Epic MegaGames ages to create, and the free level editor included with the game makes it clear why. Anyone will be able to create incredible-looking levels without too much trouble – you can add real-time moving coloured light sources in a second, create fractals based on any pattern you draw, and watch the whole thing created in 3D as you do. One of the most exciting things about UnrealEd is that it will mean that there will be hundreds of free levels available within the first week of release.



The UnrealEd game engine allowed Epic MegaGames to create stunning lighting effects such as this. You can do it too!



You can create stunning moving fractal patterns like this with ease using UnrealEd.

CVG OPINION

Wow. Wooooow. Waaaaaaaaaooooow. *Unreal* is the most impressive game I've seen for a long time. Every single graphics effect invented so far has been used to create one of the most absorbing game environments ever. The levels are all excellent, with awesome architecture and brilliant use of lighting, plus the atmospheric sound effects work really well too. But *Unreal* certainly isn't without its faults – the physics of the game aren't quite right, and some of the fiddly little jumps you're required to do can be very annoying as you bounce off walls and drop off ledges. The enemies aren't as varied as we'd hoped, and you'll be fighting practically the same bunch on the last level as you were at the start of the game. At times they can be remarkably stupid too, though most of the time they act in a fairly lifelike way. There aren't as many enemies as there are in *Quake*, so more of your time is spent exploring and solving puzzles instead. And of course, we can't forget that you really do NEED a top-of-the-range PC to run the game at a playable speed. If you've got the power to run *Unreal*, you've got to have the game – it's as simple as that. And before you ask... no, it's not as good as *Quake 2*.

ED LOMAS



RATING







The most impressive game you can buy. A great story, brilliant atmosphere and clever design, but you'll need a lot of money to play it.







'Doctor, doctor! I've got a 3D motorbike fighting game growing out of my back!' 'Sounds like Road Rash to me.' Boom boom.



Motorbike racing is entertaining enough when it just involves riding around a circuit repeatedly, but when it comes to zooming along packed public roads with a load of other riders, it's even more fun. The *Road Rash* series has been giving speed freaks the chance to risk their virtual lives for years, but is now coming up to date by turning 3D. As well as a whole new graphic style there are more new features, such as complex alternate routes, a massive city with roads connecting all of the game's 100 miles of track together, and even a simulated gang war going on. Get into your leathers – it's rashing time!



Later in the game, fighting is the only way to win the races.



You can get some air off the hills when you've got a fast bike.



GOU-ROAD RASH!

There have been four *Road Rash* games already, but this is the first to be properly in 3D. For the first time there are banks and cliffs on either side of the track, plus all of the vehicles are 3D models. You can even hold the R2 button while racing to get a rear view and check who's coming up behind you. The 3D-ness of the game is shown off occasionally – at the start of the race the view zooms around the bikes on the grid, plus when you crash into a car the virtual camera spins around to give a more dramatic view of the accident.



The rear view is very handy, but make sure you're on a long, straight bit of road before using it.



If you get busted by the cops, the view rotates around and flies off. The wonders of 3D, eh?





That was very close indeed.



You don't want to get run over.



Hit a car and you go flying!



If you crash, get going quickly.

REVIEW

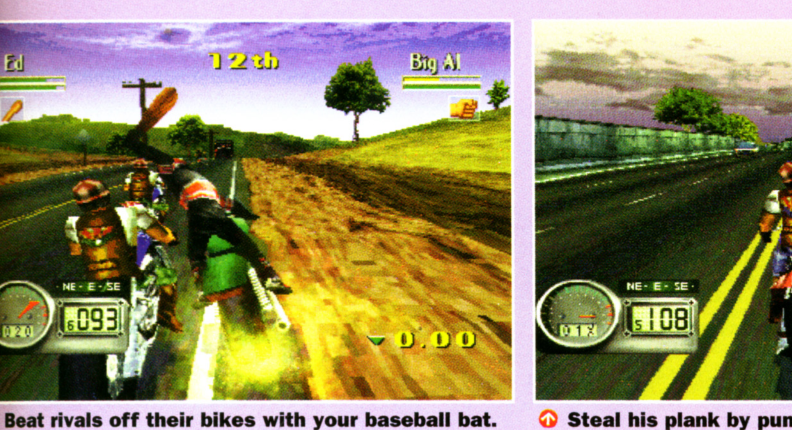
THE CLUB SCENE

Road Rash 3D isn't just about getting to the end of the race before everyone else through skilful riding – it's also about violence! While racing you can punch and kick other riders to knock them off their bikes, though they'll do the same back to you. Watch out because some riders have weapons such as baseball bats, planks of wood or even bike chains. If you can time your punch to perfection it's possible to grab weapons and take them for yourself, and you can now carry more than one, switching between your selection as you want.









Beat rivals off their bikes with your baseball bat.

Steal his plank by punching at just the right time.







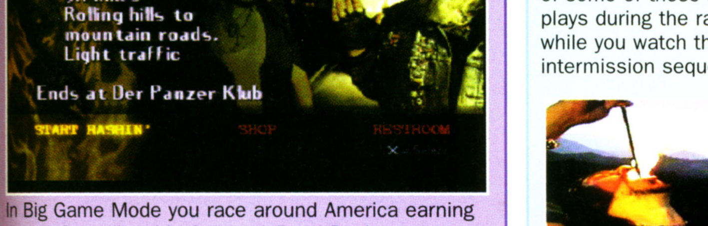
HAVE YOU SEEN JOHN CONNOR?

The *Road Rash* races that you take part in are 100% illegal, so you've got to keep an eye out for the cops. A distant siren is normally the first clue you get, but before long you'll have them all over your tail. Whatever you do, don't fall off your bike when there are cops around because you'll be picked up and busted, and fines don't come cheap. Your best bet is to try and outrun the law, but you can stay and fight if you want – it's even possible to steal a police truncheon and use it as your own!



The cops can go just as fast as you at the start of the game, so knock them off their bikes when you get the chance.

SPEEDING ON THE NEEDLEBLISS



In Big Game Mode you race around America earning money from illegal high-speed *Road Rash* races so that you can afford better bikes. There's a big selection of rides, ranging from lightweight speed demons to easy-to-control beasts.

LET'S RAAAAAAWK!

Road Rash 3D is a real rock 'n roll experience thanks to the noisy soundtrack. It features bands such as CIV, Full on the Mouth, Kid Rock, The Mermen, Sugar Ray and The Tea Party (our Tony's a particularly big fan of some of these bands) and plays during the races as well as while you watch the intermission sequences.



Fire eating and rock music. Awesome!

CVG OPINION

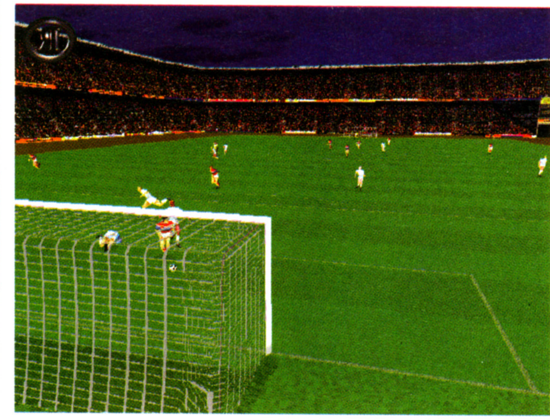
Road Rash has always been fun – flying along open roads with a club in your hand, piling into oncoming cars is a winning formula. The change to 3D graphics is a welcome one, but the game doesn't look as good as it could. The bikes and scenery are pretty juddery and glitchy, and can get confusing at times. The game plays almost the same as it used to, with only a few changes. For one, punching and kicking is slightly slower than before making fights harder to start, let alone win. Also, when you fall off your bike you just magically appear on it rather than having to run after it like before. Dodging in and out of traffic to get to your damaged bike was one of the best things in the old *Road Rash* games, so it's a shame to lose it for *Road Rash 3D*. The bike handling is more realistic, and will take a bit of getting used to – especially learning how to control slides. There are plenty of better racing games on the PlayStation, but *Road Rash 3D* is certainly fun for a while.

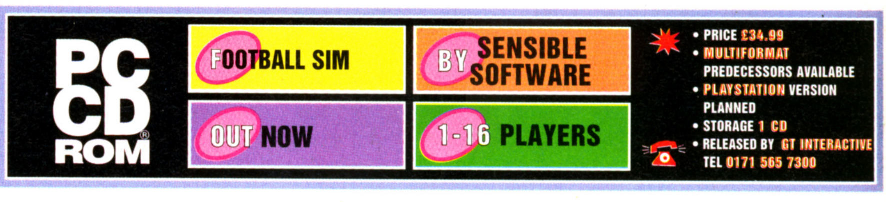
ED LOMAS



A bit of a messy game, but still has enough of the classic fun factor of traditional* Road Rash *for it to be worth playing.







First it was coming out in '97. Then it was delayed until the World Cup. It was put back again, but now it's in the shops! Blimey!

SENSIBLE WORLD CUP '98

Attention to detail and being hardcore football fanatics are the main reasons behind the will-it-or-won't-it mind games surrounding *Sensible World Cup '98*. You see, the guys over at Sensible Software are real football fans. They have spent the best part of six months tweaking, retouching and generally perfecting the minor details of the game. But the fact remains, that this is still the classic *Sensi* formula that enthralled Amiga owners all those years ago. The trademark top down view has benefited from a new 3D engine, so the players have much more animation than in any of the previous versions. It all adds up to another awesome *Sensi* game.

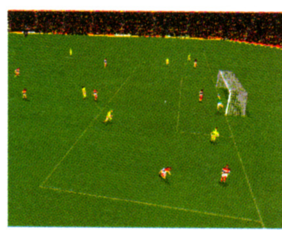




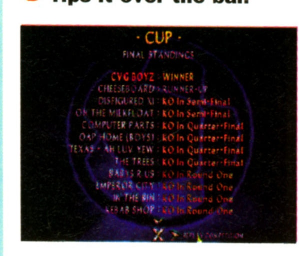




The 'keeper isn't happy!



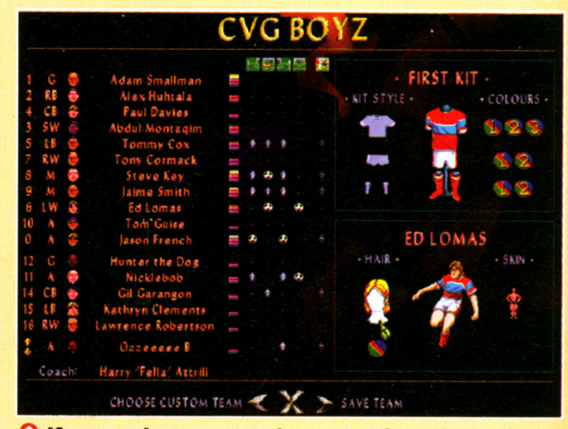
Tips it over the bar.



TIME FOR A CHANGE

One of the coolest features about this and most of the other *Sensi* titles is the ability you have to completely customise your favourite team or incorporate your local pub side into the proceedings. Even though none of the real player names are in the game, it is really easy to change them back if you want to have Shearer up front for England rather than Shoarer for example. There are a whole batch of custom teams too, so if you fancy playing as a kebab...

Pick a team you're never likely to play as, and then you can begin dissecting them. Here we have the finished CVG Boyz with everyone from Paul Davies to Hunter the Dog in there and even a few old-skool CVG members too.



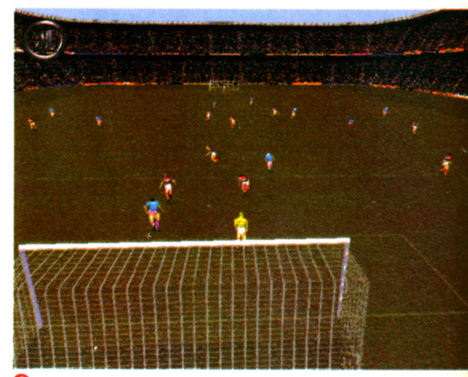
If you make your own team, you have to go the whole hog and change the players' looks as well. Hair style, colour and skin tone are all variables you can muck about with. We even managed to get Ed's mullet in as well!



Double Cream is taking the corner for Milk Float, with Orange Juice and Pint in the box.



Tense moments as CVG Boyz sneak a lead in the penalty shootout after a dull 0-0 draw.



The weather elements and pitch condition are randomly selected by the computer.

BECKHAM – MOVE UP AN INCH!

The level of detail you can go into when planning and executing tactics is quite astounding. It's obvious that this is where the time has been spent simply because of the depth you have to fiddle about with each player. Click on the coach option at the bottom of the screen and then have a fiddle!

SPECIFIC PLAYER ATTRIBUTES



Pick a player from the team you want to coach, and a whole heap of options appear. Firstly, you can tell them whether you want them to make tackles or not, which is obviously more important for centre midfielders than strikers. From there, you then tell them what to do once they've won the ball. They can hold up the ball to wait for support players, hoof it miles, or take the easy pass for safety reasons. Wingers should be told to run with the ball, while strikers need to be instructed to shoot on sight.

SET PIECES



Corners and free kicks can provide you with good opportunities to bulge the back of the net. And you need to be able to place your big centre half in the thick of things, in case he manages to get a flick header goalwards. And this is where you do it. Depending on where the kick is being taken from, you can change the side attackers come running in from, or where they stand from the start. You have to coincide this with who takes the kick, as there is no point in having the kick taker also going up for headers!

CHECK OUT THE SUPERSTAR!

Before each game, you're given the chance to select the key players in the team. You have to pick corner takers from each side of the pitch, free kick takers and a penalty taker. You also need to choose who goes for the corners (as mentioned in the Set Pieces boxout above), as well as who is to come back and be a part of any defensive wall your keeper sets up. There is a default setting for each team, but you may well want to chop and change those settings to suit your style of play.



This is incredibly unrealistic, as Tom Guise would never get man of the match. Even against women.

A WORD OF ADVICE



Taking penalties is something you're going to have to do the first couple of times you play, at least until you get the hang of the controls anyway. Let us give you a couple of hints about spot kicks. One thing you should know is that you don't control the 'keeper. The computer does all the work for you. And when you step up to the spot, hold left or right on the pad BEFORE you take the kick. Then hold the shoot button for about half a second with the direction still held down, and the shot will swerve into the corner, away from the goalie.

JOHNNY BOY!

And a special mention must go to John Hare. Not only did he pen the awesome (!?!?!?!) theme tune AND sing it, he also wrote and voiced the commentary too. And he still found time to go to the bog and wash his hands afterwards! Is there anything this man cannot do?

CVG OPINION

The trouble with a game like *Sensi* is that the previous versions were so good, that you'll always be hard pressed to topple what has gone on before. And that seems to be the case here. Without comparison, *Sensible World Cup '98* is fantastic. Brilliant fun to play and learn and especially good in multiplayer. But, little touches like being able to alter the difficulty settings to incorporate the star players and so forth. None of that is here. And remember, *Sensi* was always about how the game played, so the 3D engine is really only a small addition. I also found it a little jerky to begin with, but you do forget about that after a couple of goes. You cannot deny the quality of this game, but it doesn't significantly improve on any of the existing titles to make it the definitive *Sensi*. But hardcore fans will of course go mad for it and I advise those that have never played a *Sensible Soccer* game before to go and see what you've been missing.

STEVE KEY

JUST THE ONE

In light of the recent battle between ITV and Sky for who could have the most ridiculous camera angles, *Sensi* has plumped for something a bit less harrowing. At any time during the game, hitting F5 will send the game into replay mode, where it plays back roughly the last 10 seconds of action. It automatically does this after a goal too. However, the programmers have gone to great lengths to ensure that you get to see everything in the replay, rather than an enclosed area.





And that one's come back off the bar! Sensible have chosen to add only one replay camera which switches views depending on the action down on pitchside.





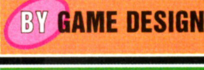
A couple of missing details prevent this from being a classic, but is a fantastic football game nonetheless, and one we recommend highly.

PlayStation

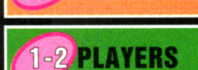


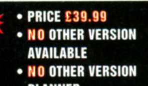






OUT JULY





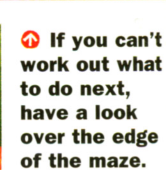
- PRICE £39.99
- NO OTHER VERSION AVAILABLE
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Fed up with the endless stream of fighting games? Driving games sending you round the bend? *Kula World* could be your saving grace.

KULA WORLD

Moving a ball around a floating maze may not sound like much fun, but you'll have to trust us when we say that *Kula World* is, well, cool. The basics of the game are as follows: you have to move the ball around the maze, collecting a set amount of keys to open up the gate to the next level. Picking up fruit is also of some benefit to you, as once all five have been collected, you'll gain access to a bonus stage. The maze can be rotated in any way, and you can look over the edge of sections if you think a platform may be just out of view. Still not convinced? Just nip down to the shops then and give it a go. You'll be surprised...





If you can't work out what to do next, have a look over the edge of the maze.

Touch the timer to spin the clock at the top of the screen back in your favour.







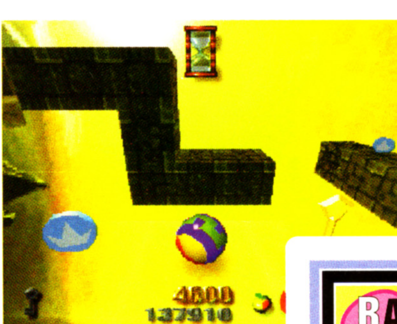


YEAH MAN. IT'S LIKE, WICKED!

Negotiating the mazes is only half of your worries. The further into the game you get, the more obstacles get in your way. Pills distort the screen, slow you down to a crawl but make the timer tick quicker. Rolling over an egg-timer will flip the existing clock to give you more or less time. Gems and coins are nothing more than points, but considering you lose points for falling off a level or running out of time, they are very important collectibles. Spikes, flames, ice patches, whirlwinds and crumbling blocks are just some of the other hazards you'll encounter.







A leap of faith is required, as some levels have invisible blocks that you can jump on. Floating objects are the big giveaway as to their location.



CVG OPINION

Yes yes, we know we've already reviewed *Kula World* a couple of issues back. But since then, changes have been made, so we thought it only fair that it gets another test run. Despite it getting the same score, it has been improved after the tweaks. So what makes it good then? Well you actually have to use your brain while you play. A bit of logical thinking is what's needed, and that in itself is refreshing enough for today's serious gamer. But it's also incredibly addictive. Once you breached the first few simple levels, the hours fly by as you become more and more focused on the task at hand. It's pure and simple fun, simple as that.

STEVE KEY





A simple, yet brilliant puzzle game. It has the perfect difficulty setting and loads of levels to tax even hardened puzzle game fans.

KULA WORLD

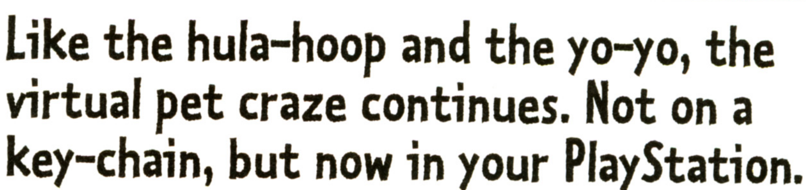
REVIEW



PlayStation

VIRTUAL PET | BY SONY | OUT NOW | 1 PLAYER

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- STORAGE 1 CD
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Like the hula-hoop and the yo-yo, the virtual pet craze continues. Not on a key-chain, but now in your PlayStation.

PET IN TV

Pet in TV, as the name would suggest, is all about raising a pet who lives in your TV. All you have to do is select the pet you wish to raise and help the creature develop. Give it some attention, food and play games with it. It may sound like a Tamagotchi, but *Pet in TV* is a much bigger game. This isn't a pet that'll eat up your spare time, it doesn't need you constantly, just play with it when you want. But remember to leave some milk near the TV.



He shouldn't be doing this, he should try to eat the food.



Maybe he shouldn't have kicked that object.



Lots of bridges here to try and get across.

THREE MEN AND A BABY

Pet in TV is more about mental growth rather than physical. You must make all decisions for your pet, and take it for a walk in the strange surroundings. Your pet is just a baby, so it's seeing everything for the first time. You must teach the pet how to react and approach each object he comes across. Do this well and, in time, your pet will know what to do if it comes across the same object. Mess up and your pet will become very confused.



A little pat on the head always cheers them up.







Safely back home. Dr Y, your teacher and friend, will help your pet overcome any troubles.

CVG OPINION

***Pet in TV* won't win any awards for graphics, sound or even gameplay, but that's not to say it's a bad game. Its main fault is that it has missed the virtual pet craze by a year, and now people probably won't be interested in it. The game itself is simple, with you having limited but vital control over the pet. Watching your creation develop is mildly rewarding, but it does seem more of a chore than fun. Basically it's a puzzle game with your parenting technique helping to speed the proceedings along. Sadly, I can't see who this would appeal to, it doesn't have the attraction of other 'odd' games like PaRappa or Mr Domino, and is best labelled a curiosity.**

ALEX HUHTALA

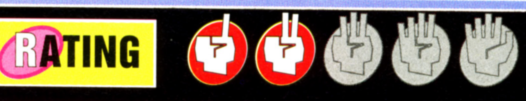
I WILL SAY THIS ONLY ONCE

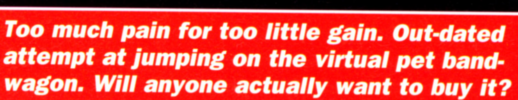
To help you get started, there is a useful training ground. Once you've learnt the basics it's on to one of seven different levels, where the exploring gets increasingly tougher. Each part of a level is like a mini puzzle with several objects and, sometimes, other creatures to check out. There'll also be times when you need to move objects in order to progress, for example using blocks to build a bridge over a gap. It's not easy being a parent.

RATING



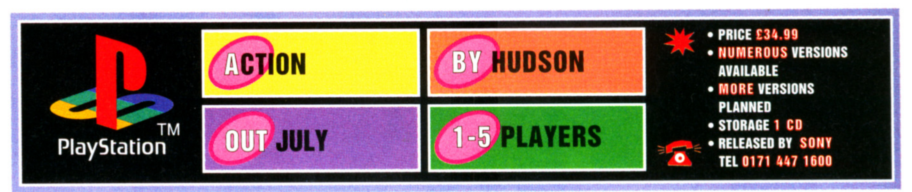






Too much pain for too little gain. Out-dated attempt at jumping on the virtual pet bandwagon. Will anyone actually want to buy it?





The little fella with explosive tendencies just won't go away. He's back with another of his multiplayer delights – this time, he's dropping bombs on the PlayStation .



BOMBERMAN WORLD

The *Bomberman* phenomenon continues, with a long overdue PlayStation debut. What we have here is another variation on the tried and tested *Bomberman* theme. Cute graphics, explosive action and multiplayer mayhem are the essential ingredients, and they've served a fine dish in the past. What a pity then, that our favourite bomb chucker has had an identity crisis of late. You see, the little fella has had a difficult time trying to break into the third dimension. He's desperate to do it, and has given it more than one shot. He's tried different styles of games, but all to no avail. Now, desperate for some more recognition, he's trying to keep it simple again. The same explosive gameplay, with an isometric viewpoint being the only hint at 3D. But even this small slant may dampen his dynamite.





HOW TO MAKE A CLASSIC

The *Bomberman* series is a testament to gaming excellence and essential sequels, marred only in recent years by a mild identity crisis. The secret to the success is simplicity, because *Bomberman* is something anyone can play. It only takes minutes to learn the controls and devious gameplay. As Bomberman, you plant bombs then take cover. Essentially that's all *Bomberman* is. Along the way there are multiple power-ups to collect, boosting Bomberman's abilities. Conquer the story mode and defeat the huge bosses, then battle it out against your friends in one of the best multiplayer games in existence. Those are the basics of what a classic Bomberman game has and needs. Bomberman World features all this, but there are a few teething troubles.

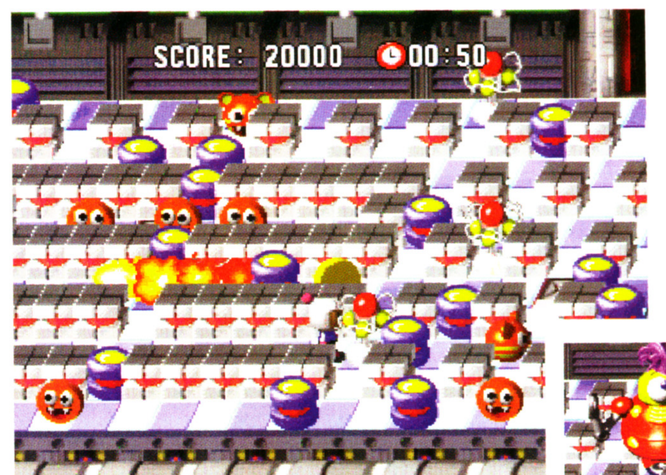


There's 10 different battle stages, all in the traditional super-cute *Bomberman* style.

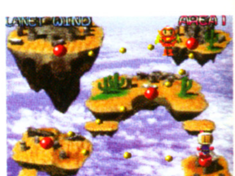


A new addition is the electric stick challenge, playable after you win a battle.





For a different test, try the challenge mode, where you must rid an entire level of nasties and defeat a boss in the required time. The challenge is you only have one life!



The story mode is set over four worlds, with Bomberman visiting each and ridding the planets of all nasties, and bosses.

IT'S ALL WONKY!

For the first time, your *Bomberman* thrills are presented in an isometric 3D perspective. Previously, the game has been viewed from an overhead angle, and in full 3D in *Bomberman 64*. As the Bomberman series has been around for so long, this slight slant on the action will divide the long-time fans. The graphics now look like they belong on a PlayStation rather than a NES, but it does hinder the gameplay slightly. Especially in the story mode. Enemies will sometimes be obscured by objects in the foreground which can be quite frustrating. If you've never played a *Bomberman* game before, you probably wouldn't even question this, but the purists will be up in arms!



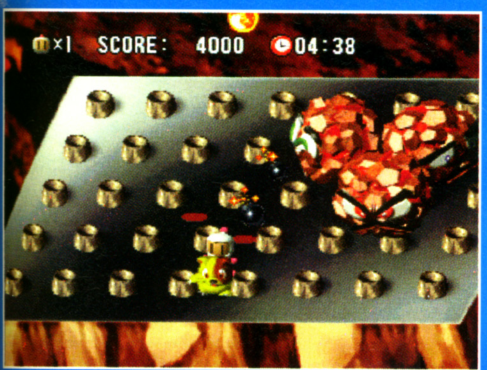
Indiana Jones was here, and every platform star ever since. The runaway minecar is back!



Pretty levels, but some of the scenery can get in the way of the destructive action.



Look out for that hand. It can throw bombs at you.



Another boss, but Bomberman has got an extra life, thanks to the creature he's mounted.

I'LL BLOW YOU AWAY



Like in most Bomberman games, the multiplayer battle mode justifies the price of the game on its own. This is the section of Bomberman World you'll come back to and play long after you've completed the quest and tournament modes. Featuring ten specific battle arenas, with the trademark last man standing rules for up to five players, this is where Bomberman comes into its own, as one of the best multiplayer games in existence. Again the isometric perspective plays a part in things, as some arenas feature a split level, if B-men get to the upper level, they can drop bombs on their opponents.





DAZED AND CONFUSED

Compared to some of the other games in the *Bomberman* series, we found this *Bomberman* adventure quite easy. Even with the addition of creatures who can trip you up, leaving you vulnerable to attacks. Keep an eye out for the moles and little monkeys who do this. Remember, you can always try to plant bombs near where you think a mole will pop up.



Look out for the living rock!



CVG OPINION

Another new *Bomberman* game, and the successful formula becomes diluted and confused. *Bomberman World* is the first game in the series I've played that's been marred by some basic errors. The two main culprits are the speed of Bomberman himself, who is far slower than his enemies even with multiple speed-ups; and there's some poor collision detection. Considering the superior playability of the series, these errors are catastrophic. The rest of the game is slightly spoilt by the perspective and difficulty level. Only the excellent battle mode saves this game from being a complete waste. It's a shame, as PlayStation has won over so many new gamers, and this would have been their first taste of *Bomberman*. now he may never get the chance to win their hearts, like he won mine many years ago.

ALEX HUHTALA








Some basic flaws spoil the game. Thankfully the multiplayer mode shows signs of the true Bomberman skills.





CASTROL HONDA SUPERBIKE

PC CD ROM

The most accurate motorcycle simulation ever made' is the claim on the box, and we won't deny it. Not that we've ever gone racing on a 500cc megabike, mind you, but Superbike certainly gives you the impression of tearing around hairpins and through chicanes at unsafe speeds, with an enormous beast between your thighs. There's no shortage of tournament and bike-tuning options, and you can activate effects like weather, bike damage and driving help such as braking and steering assistance. If you have a 3D accelerator installed the hi-res bike graphics and the exotic scenery look ace, but if not you're going to be riding around Chunkyville at about 10 frames per second, as we found on our P200(!). If you're a major bike fan and you've got the hardware required, though, you won't be disappointed. **PAUL GLANCEY**

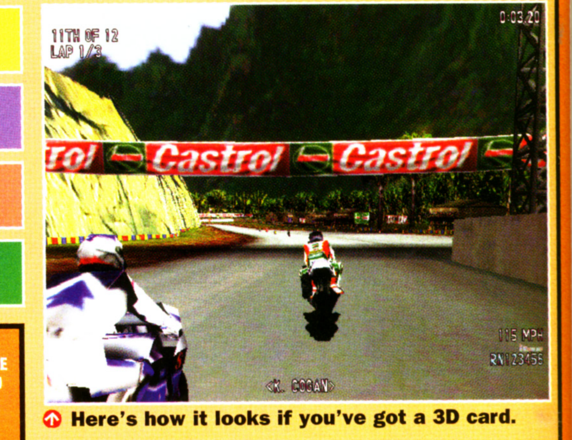
BIKE RACING


OUT NOW

BY INTERACTIVE ENTERTAINMENT


1-6 PLAYERS

- PRICE £34.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERACTIVE ENTERTAINMENT
- TEL 0191 293 7110



Here's how it looks if you've got a 3D card.





MR DOMINO

As we know from Record Breakers, the Japanese are mad for domino toppling who why has it taken this long for them to come up with a domino toppling video game? *Mr Domino* is a living domino who runs around Micro Machines-style household courses laying dominoes and then toppling them in spectacular stunts. You have to steer Mr D (or a Teddy Bear-shaped pal) around the course, avoiding obstacles and laying the dominos so that, when nudged, they hit the switches that set off the stunts. The ultimate test is to lay them so that one nudge sets off all the stunts via an unbroken series of chain reactions. It's not very often we see a unique PlayStation title, and it's even more unusual to see such a game that's actually any good, but *Mr Domino* is both original and fun. I can't see it appealing to everyone but anyone after something different will love it. **PAUL GLANCEY**

TOPPLING SIM




OUT JULY


BY ARTDINK


1 PLAYER

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY JVC
- TEL 0171 240 3121









You're always moaning at us about no original games. Well what about this then?



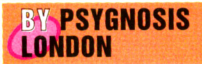


BLAST RADIUS

On the face of it, this looks like Psygnosis wheeling out its *Colony Wars* engine for another easily-produced round of 3D space shoot-'em-up action. Even if this is true, though, *Blast Radius* is the better game, being more of a pure blast than Colony Wars, without the hokey story-telling and with much better graphics. This time, as well as saving the Earth from aliens, you have to obliterate enemy ships to earn bounties that buy improved shields, better guns and smarter missiles for your ship. *Colony Wars*' spectacular pyrotechnics are back in force, but the clunky-looking vessels have been replaced by curvy star-steeds, decorated with intricate texture maps and elegantly lit. It's a bit of a bimbo game, sure, but the lovely visuals, together with the simple but varied missions are just about enough to keep you coming back for more... and more. **PAUL GLANCEY**

ASTRO-FIGHTNG

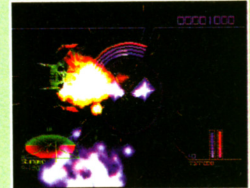

OUT NOW


BY PSYGNOSIS LONDON


1-2 PLAYERS

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY PSYGNOSIS
- TEL 0151 282 3000









The style of the graphics is reminiscent of the work of 70s airbrush king, Chris Foss.





VS

Now that we've all seen *Tekken 3* in action, any 3D fighting game on PlayStation has its work cut out and *Vs* may well lose out simply because it looks so old-fashioned. The chunky polygon ensemble of street kids give it the semblance of *Fighting Vipers*, except not as classy. On the plus side, all 16 fighters have different styles to master, and the action is sufficiently fast and fluid to let you string together impressive chains of punches and kicks and juggle airborne opponents. The specials are mostly throws rather than projectiles so there's not much in the way of pyrotechnics, and there are one-button power moves so powerful they can throw off the balance of the fight. All in all, it's not a bad beat-'em-up - but is three months really too long to wait for the best ever console fighting game? **PAUL GLANCEY**

3D FIGHTING


OUT MAY

BY POLYGON MAGIC


1-2 PLAYERS

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY THQ
- TEL 01483 767656









Yeah, well, the characters don't exactly look the business, but it plays okay.





DEAD BALL ZONE

A 32-bit version of the Bitmap Brothers yester-hit, *Speedball*, has been a long time coming, but this is more or less it. *Dead Ball Zone* is a violent future sport, a bit like football, except for the fact that the players carry the ball, throw it to each other, bounce it off the walls, then slam it into the net. In *Speedball* the violence didn't go much further than charging down the opposition, but in *DBZ* you can arm your players with guns, bombs and chainsaws to eliminate the opposition's star striker. Blood isn't the only thing that flies in this game - players that take a bit of a hammering end up vomiting on the pitch. Aside from the digust factor this is a good game with a surprising amount of skill involved. The slow-witted may find the action is so fast it's hard to follow, but hey, that's their problem. **PAUL GLANCEY**


FUTURESPORT


OUT NOW


BY RAGE


1-2 PLAYERS

- PRICE £ 34.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791



It's a goal! Yeah, but you can't see the field full of dismembered corpses behind the striker.



TOTAL NBA '98

The now-annual update of Sony's take on the NBA action is more of the same with some new moves, new commentary, new dunks and of course updated stats, but sadly still no Michael Jordan. Perhaps the most interesting thing about basketball games these days is spotting which players have been included and which have been left out for contractual reasons. Surprisingly Shaq is here, as Kobe Bryant, who is also set to appear in Nintendo's forthcoming *NBA Courtside*. How confusing. Anyway, for those that enjoy the sport, this is a good game, and the attention to detail in sounds and visuals is especially impressive. The trainer squeaks sound better than they ever have before, and George Muresan towers above everyone else. Total NBA '98 is better than last year's incarnation, with more off-the-ball movement and some cool dunks. **ALEX HUHTALA**


BASKETBALL


OUT NOW


BY SONY


1-8 PLAYERS

- PRICE £ 34.99
- ANNUAL PREDECESSORS AVAILABLE
- '99 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Basketball – the sport in which ten men compete to see who is the tallest.





WCW NITRO

The smaller brother to the N64's *WCW Vs. NWO*, *WCW Nitro* features fewer wrestlers and only allows two players to compete simultaneously (not that surprising, really). Sadly the number of moves has also been reduced, and the ones we're left with aren't as instinctive to select either. There seems to be a slight lag between pressing a button and your wrestler moving, which proves annoying after a while. The extra texture-mapping on the wrestlers mean it looks slightly better than the N64 game, but the animation is a lot jerkier. My favourite part of the N64 game was a four-man battle royal, but the closest thing in WCW is the tag team challenge. Sadly this is essentially half of what the N64 game offered, hence the title change. Only diehard WCW wrestling fans should consider getting this, or perhaps wait and see what Acclaim do with the WWF licence. **ALEX HUHTALA**

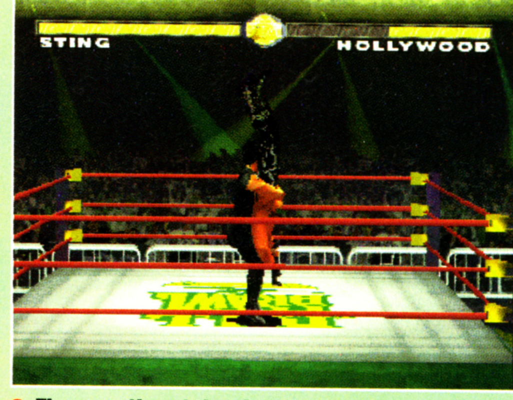
WRESTLING


OUT NOW


BY INLAND


1-2 PLAYERS

- PRICE £ 44.99
- N64 VARIANT AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY THQ
- TEL 01372 745 222



The wrestlers take time out to demonstrate how to stop a nose bleed.





PHAT AIR EXTREME SNOWBOARDING

We reviewed this back in March under its original Japanese name and in the intervening time we've had longer to play *Phat Air*, and discover more of its shortcomings. Maybe it's got something to do with the amazing *1080°* coming out since then. *Phat Air*'s main flaw is the controls – far too sluggish. It takes great effort just to perform a small trick, and after a while it feels like too much hard work. The tracks prove more pleasing, and the graphics make the courses look quite realistic compared to *Cool Boarders*. There's also the now compulsory big air ramp and halfpipe, plus a championship mode with slalom races. The best feature is the ability to improve your boarder, by earning points which can be added to different attributes. If only the controls were better, this would be a game worth investigating. As it stands, it's badly flawed. **ALEX HUHTALA**

SNOWBOARDING


OUT NOW

BY PONY CANYON


1-2 PLAYERS

- PRICE £44.99
- SATURN VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY FUNSOFT



Better than *Cool Boarders 2*? Hmmm... Nah, don't really think so.

ARCADE

Kids fighting with skateboards and BMXs while hanging from the bottom of a helicopter! What is the world coming to?

3D FIGHTING GAME	BY AM2
OUT AUGUST	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY DEITH LEISURE	• MODEL 3 STEP 2 • STAND-UP CABINET

FV2 FIGHTING VIPERS 2

The Vipers may have defeated the evil mayor BM two years ago, but he's back to his old tricks in Armstone City. His hatred for the young fighters has grown, and many of them have been hunted down and imprisoned. But there's one bunch who won't give up – the eight original Vipers, Mahler (a relative of BM) and two new kids on the block. They're taking to the streets of Neo Armstone City dressed in battle armour and armed with whatever they happen to have on them at the time – skateboards, guitars, whatever. *Fighting Vipers 2* is going to feature some of the most incredible fights you've ever seen.



Honey's costume is more risqué than it has ever been! She'll catch a cold wearing that.



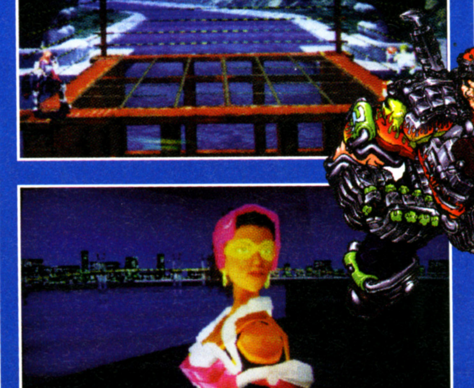
Grace is still the kicking master in *Fighting Vipers 2*. Her quick advancing combos are very hard to avoid.

SIGHTING VIPERS

Fighting Vipers 2 runs on Sega's incredible Model 3 Step 2 arcade board, and has a completely new look to it. The powerful hardware means that the characters can be far more detailed than they were in the first *Fighting Vipers* (Emi even has a scrolling LCD display on her arm!), and the backgrounds look especially good. For example, on one stage you fight in a glass arena hanging from a helicopter, while another is set inside a museum with a giant rotating T-Rex skeleton right next to it!



This ring is made of clear glass and is carried around the city underneath a helicopter! Wow!



Grace now wears lovely yellow glasses.



Tokio's just as cool as he was before.

THE VIPERS ARE BACK IN TOWN!

ARCADE



All of the original Vipers are back with brand new moves and improved techniques. Plus two new characters have been added to the game.



Sex: Female
Age: 12
Speciality: Mech Smash
Personality: Bright, full of energy and sassy, but smart and level-headed.

Emi fights with a giant Teddy Mech strapped to her back which she uses as part of her strange style. She's joined the Vipers in their battle against B.M. in order to rescue her kidnapped grandfather.





Emi looks very weird with her giant boots, gloves and teddy.



Sex: Male
Age: 17
Speciality: Bicycle Move
Personality: Hot-blooded, quick to fight and hates to lose.

Charlie is a BMX-riding expert who can use his small bike in fights. He goes to the same school as Picky, who is his arch-rival. His desire to be better than Picky at everything has led him to become a Viper and fight against BM.

Charlie can even fight with his BMX hanging from his back.

SUPER KO!

The first *Fighting Vipers* has a lot in common with the *Virtua Fighter* games, but *Vipers 2* moves much further away. Everything has been exaggerated and speeded up, plus it's now possible to pull off Super KO attacks. These can't be blocked and will take all of a fighter's armour off and finish them in one go! These moves provide some very impressive special effects when they connect.



FIGHTING VIPERS RPG?

The regular Arcade Mode of *Fighting Vipers 2* is very unusual. Rather than simply fighting through a group of characters one by one, your route changes each time depending on how well you fight. Before each fight you get to see a map of the game showing which route you've taken, so you can come back on another occasion and take a different path through the story.



See the route map at the bottom?

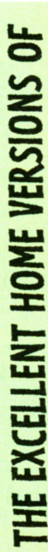


Fights start with this split-screen.













PlayStation | PC CD ROM

3D FIGHTING GAME | BY EUROCOM | JULY RELEASE | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128 MEG CART
- RELEASED BY GT INTERACTIVE TEL 0171 565 7300

Once again the fate of the world is in the hands of Earth's greatest warriors. Soon you'll be able to defeat the evil Shinnok from the comfort of your own home.



For some people, a fireball is an impressive move in a fighting game. *Tekken*'s leg-snapping will raise a cheer from most, and *Killer Instinct*'s 80-hit combos impress just about everyone, but there's a big gang of gamers who want more. More violence! They want to see limbs bent backwards in their sockets, they want heads pulled off, they want hearts ripped out, they want dead bodies blended in giant fans. These sick people are known as *Mortal Kombat* fans, and they're going to go crazy for the latest in the series – *Mortal Kombat 4*. Here's a first look at all three home versions of the game.





You have to beat this 3D Goro before Shinnok in arcade mode.

MONSTER IN MY POCKET

Each fighter keeps a weapon concealed in their pants which can be pulled out with a simple button combination. These range from a crossbow to swords and clubs, plus it's possible to pick up and throw bits of scenery such as boulders and skulls! You can even steal your opponent's weapon and use it against them.



You can hit people right into the screen!



Weapons can really turn the fights around.

CAN YOU BE SHANG TSUNG? OR BARAKA? OR KANO?

Mortal Kombat 4 has 15 regular playable characters, some of whom you'll remember from previous *MK* games. The old favourites are Raiden, Liu Kang, Reptile, Scorpion, Jax, Johnny Cage, Sub-Zero and Sonya, and they're joined by new boys Kai, Shinnok, Reiko, Jarek, Tanya, Fujin and Quan Chi. The Nintendo 64 version is currently the most complete, and also has Goro as a boss! The final game should have both Goro and Noob Saibot as playable hidden fighters.

Liu Kang has stayed almost the same through all four *MK*s.

WE WANT DEATH! WE WANT DEATH!

The *Mortal Kombat* games are known for their excessive comic violence, and *Mortal Kombat 4* has just as much as ever. Buckets of blood are thrown around as you fight; arms, legs, backs and necks can be snapped, and you even get to kill the loser in some disgusting fashion. Although the Fatalities aren't as comical as some of *Mortal Kombat 3*'s, each one will make you chuckle quietly. There's something sickeningly funny about watching someone's arms being pulled off...



Whoops! There go Sonya's arms.



Jarek is like Kano – he can even rip hearts out.



This is one of Scorpion's Fatalities, not an Animality.



Raiden's lightning can explode his opponents.





MORTAL KOMBAT MORE

As the release of *Mortal Kombat 4* has been brought forward, we'll hopefully be reviewing all three versions of the game next issue. If you want to get in some practice, get down to the arcade and play *MK4 Revision 3* – they've finally got rid of most of the bugs!





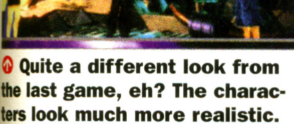
FINAL FANTASY VIII

There was a time when only a madman would have thought a role-playing game could sell more than 6 million copies all over the world. And yet here we are, a year after the Japanese release of *Final Fantasy VII*, all desperate to find out what happens next to Cloud, Barrett and the rest of the Avalanche gang.

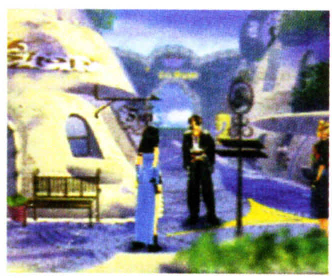
On May 15th, Square held a press conference in Japan, revealing the first details of the new game, and among them was confirmation that the stars of *FFVII* won't be topping the bill in the sequel. Apparently *FFVIII* will be a more in-depth story with two distinct threads and two stars, 17-year-old warrior, Squall Leonhart, and 27-year-old Laguna Lorie, whose paths cross somehow during the course of the game. Once again, the setting is futuristic, but this time Square's designers have given the action a more realistic look, with properly proportioned, texture-mapped characters. However, the battle scenes will feature even more spectacular effects than *FFVII*'s.



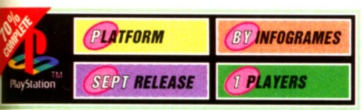
Final Fantasy VIII is down for Japanese release towards the end of the year and elsewhere shortly after. Square's President, Tomoyuki Takechi, has promised that FF fans elsewhere won't have to wait as long as they did for the last game, so we could be looking at a European release by Easter of '99. The hardcore, I-Can't-Wait-That-Long *FF* fans will be pleased to hear that Square is releasing a demo disc featuring a sample of gameplay and a 10-minute video that was shown at the press conference. The disc is being given away free with Square's next PlayStation title, *Brave Fencer Musashiden*, which is out in Japan on July 16th and will no doubt find its way into some import shops purely on the strength of the free disc. Are you sufficiently *FF* crazy to splash out for that? We want to know!

Quite a different look from the last game, eh? The characters look much more realistic.



If you thought *Final Fantasy VII* was good, this stands every chance of blowing your mind!





SPACE CIRCUS

These French chappies are right ones for their cute platform adventures. In the works at UbiSoft is *Tonic Trouble*, while over at Infogrames they're cooking up this perky little tale.

Starshort is the pixie-like alien who is travelling the galaxy seeking new creatures to star in his employers' Space Circus, but he has a rival. A scout ship from Virtua Circus is also on freak-hunt duty and Starshort has to get his space boots into gear to make sure he beats them to it. There are seven huge worlds to explore and over 300 different characters out for your space blood, and the advanced word from our French underground is that *Space Circus* is looking pretty good with its cartoon nuttiness and slick animation. More news closer to the release date.



60% COMPLETE

RACING | BY PSYGNOSIS | OCT RELEASE | 1-4 PLAYERS

WIPEOUT 64

Woaahh, Nelly! We can't wait for this one. The PlayStation version may be nigh-on three years old but we have no objections with Psygnosis reviving a modern classic. What can we expect from *WipEout 64*? Psygnosis says it will be an evolution of the original PlayStation games rather than being *WipEout 3*. The gameplay won't change drastically but the graphics will be enhanced, plus there will be new tracks and a split-screen multiplayer mode that allows up to four people to compete – let's hope they can keep the speed up, eh? The other thing we want to know is which control model they'll be using - the smooth, skillful one from the first game or the more responsive one from *2097*... or indeed, something totally new that uses smooth 3D-stick power?









Apart from a few scenery details in the new levels it doesn't look that much different from PS *2097*. But these pics are from the E3 demo, and there's still much to do.

70% COMPLETE

PC CD ROM

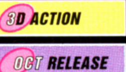
3D BLASTING | BY IGUANA | OCT RELEASE | 1-4 PLAYERS

TUROK 2

The Dino-Hunter returns! Turok thought he was in the clear after chucking the almighty Chronosceptre into a volcano at the end of the first game, but it turns out his weapon-disposal trick has revived the Primagen, a ferocious beast trapped in a buried spaceship. Turok now has to negotiate each level, picking up keys and weapons (24 different ones this time, including a freeze ray) and blasting monsters on the hunt for the five force field generators that are holding the Primagen at bay. It all amounts to eight levels of Turokkin' action which take in jungles, portside towns and boglands, all packed with new breeds of henchmen, aliens and good old Raptors. As you can see from the screenshots, Iguana have improved the graphics (pretty impressive considering how cool the first game looked) and included the now-essential multiplayer mode. Now you can take Turok or seven other characters on a split-screen fragfest, in deathmatch, team-play or tag modes, and the PC version will feature a 16-player network mode. Turok-a-doodle-doo!



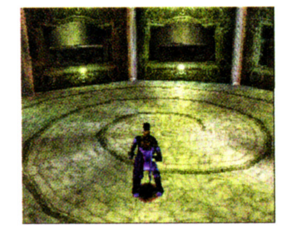
Yeah baby! *Jurassic Park* in the house! Your house very probably. It still amazes us that a £99 console can do this kind of stuff.

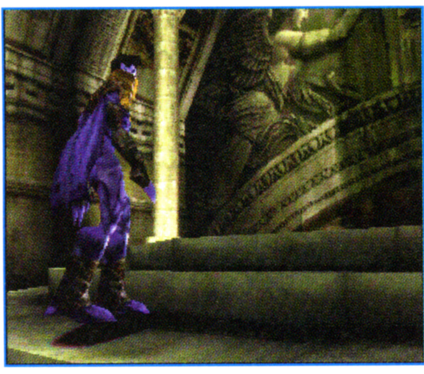
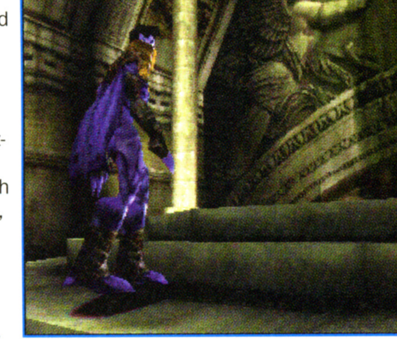


70% COMPLETE | PC CD ROM / PlayStation | 3D ACTION | BY CRYSTAL DYN. | OCT RELEASE | 1 PLAYER

LEGACY OF KAIN: SOUL REAVER



Blood Omen received mixed reviews, but no-one will be in any doubt over the sequel. Crystal Dynamics has replaced the standard top-down RPG look of the original with a more *Tomb Raider*-ish engine. The star is Raziel, one of Kain's vampire acolytes who has been cast into a vortex for the sin of developing superior skills to his master. In the vortex, Raziel meets The Elder, an ancient power who had his nose put out of joint when Kain took over and now wants his own back. As Raziel you're the tool of the Elder's revenge, travelling between spectral and material realms to claim souls for your new master. The quest involves exploring around the 3D environment, solving puzzles and engaging in hand-to-hand combat with the characters you meet, then sucking their souls out for sustenance. Sounds unholy, but, as you can see from the pics, it looks pretty cool.


Cool vampire action headed your way. We kinda liked the old Kain look, but hey, progress...

80% COMPLETE | PC CD ROM | STRATGY | BY FIRAXIS | AUTUMN REL. | 1-7 PLAYERS

ALPHA CENTAURI

Strategy fans will know the name of Sid Meier. One of the gods of game design, Sid designed classic empire building games like *Civilization* and *Railroad Tycoon*. In his latest, Alpha Centauri, you find yourself aboard a colony ship that has left Earth only to collide with an asteroid. By the time the ship reaches Alpha Centauri, the colony is in chaos and the passengers have formed into seven factions, all fighting for control. As a faction leader it's up to you to gain control of the whole colony and steer it towards survival. It's all about exploration, terraforming, creating tools and weapons, avoiding hostile alien creatures, conquering the other six factions, and ultimately leading them to the next stage of evolution, which is nice. It might sound like standard stuff, but Sid Meier has never been one to disappoint so we're betting this will be a game to look forward to.



This is it, the surface of your Alpha Centaurian colony. The more of it that you control the harder and cooler you are.



Use your scientists to develop and build spaceships and aircraft, then research new weapons and armour to bolt onto them. See? Strategy games can be such fun!

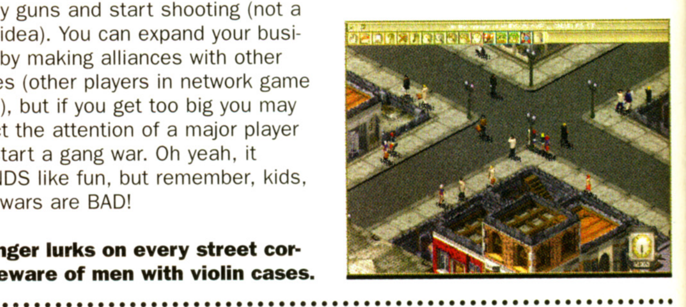
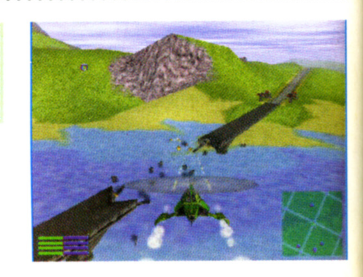


70% COMPLETE | PC CD ROM | STRATEGY | BY HOTHOUSE | OCT RELEASE | 1+ PLAYERS

GANGSTERS




Shocking. Criminal megalomania used to be frowned upon, but these days Eidos is encouraging it with this a strategy game that casts you as a minor 1920s hood out to take over the city. Starting with a modicum of capital you have to build up your business piece by piece, working protection rackets, prostitution, illegal liquor, gambling and eliminations. Use legit businesses and charitable organisations as a front for your illegal operations, and if the cops come snooping around splash some payola around at City Hall or pull out your tommy guns and start shooting (not a good idea). You can expand your business by making alliances with other bosses (other players in network game mode), but if you get too big you may attract the attention of a major player and start a gang war. Oh yeah, it SOUNDS like fun, but remember, kids, gang wars are BAD!

Danger lurks on every street corner. Beware of men with violin cases.

80% COMPLETE | PC CD ROM | 3D SHOOTING | BY PROLIFIC | OCT RELEASE | 1-16 PLAYER

RETURN FIRE 2



Return Fire was one of the few decent games to appear on the 3DO, so we welcome Electronic Arts' sequel with open arms and – mmm – slavering lips. For the uninitiated, it's a sort of heavy armour combat sim-cum-deathmatch, with you roaming cities, deserts, jungles and arctic tundra, hunting enemy players so you can blast them to shrapnel. As you can see, the developers, Prolific, have abandoned the old bird's-eye view of the action in favour of a more in-the-thick-of-things 3D viewpoint. The range of vehicles has also been expanded to include helicopters, jump jets, and even aircraft carriers, and this should broaden the range of the combat quite a bit. The multiplayer mode has also been expanded so that 16 players can shoot holes in each other over a network. Nice.



'Aw! I broke it!' (Phil Dawsonism)

80% COMPLETE | PlayStation | PUNCHING SIM | BY JVC | SEPT RELEASE | 1-2 PLAYERS

VICTORY BOXING 2




Boxing – there's no better way of getting paid to slip into a coma. *Victory Boxing 2* puts you in the trunks of a muscley bloke and lets you punch the teeth out of a whole string of big lads. As well as having realistic bob-bin'-and-weavin' 3D fighters, VB2 features realistic splashes of blood and hit zones that swell up and turn purple. Keep smacking the painful areas and you'll put your opponent on the canvas in no time. JVC is promising fast and furious close-in action, and an array of moves that extends well beyond the usual hooks, jabs and uppercuts.

80% COMPLETE · ARCADE

FIGHTING | BY CAPCOM | TBA RELEASE | 1-2 PLAYERS

STREET FIGHTER ZERO III


No *Street Fighter* game is complete without Ken and Ryu.

Big news for you 2D fighting junkies. Capcom's next Street Fighter coin-op is the latest in the Zero/Alpha series. Details are a bit thin on the ground at the moment but here's what we know. Firstly, it's running on Capcom's CP-System II hardware. Secondly, it features the 18 characters from Zero 2 plus seven (possibly) new ones. Actually four of them aren't new at all. Wild man Blanka, fat man E Honda, matador man Balrog and, er, Minogue-esque spy Cammy have all been revived from previous SF games. The real new boys are Cody (and even he isn't new because he was one of the stars of Capcom's old walkalong beat-'em-up, Final Fight), a full-bosomed girl called Karin and a lady wrestler who is apparently a female equivalent of Zangief (without the beard hopefully). The game is currently on test in Japan so we should see it over here by the end of the summer.




Back in 2D for the first time in ages, it's E. Honda vs Blanka!


New girl Karin takes on Sakura.

80% COMPLETE · PlayStation · PC CD ROM

3D FIGHTING | BY CRYSTAL DYN. | SEPT RELEASE | 1 PLAYER

AKUJI THE HEARTLESS

It's a bad day when someone rips your heart out, but when it happens on your wedding day and the guy who does it is your brother, who also turns out to have been a voodoo priest on the side, you've got to say that life has dealt you a blow. So it is with Akuji, who, not surprisingly, now finds himself condemned to hell. His only hope of escape is to locate the spirits of his ancestors and use their powers to get back to Earth, and you've got to do the hard work. In *Akuji The Heartless*, Hell consists of 14 levels of 3D action, packed with sinister underworldians who will happily remove the rest of Akuji's body parts if you don't fight them off first. Akuji can fight hand-to-hand with a set of Wolverine-style retractable claws or use a selection of voodoo spells, setting them on fire, setting demons on them or even teleporting inside an enemy so that they quite literally burst open. Nice.



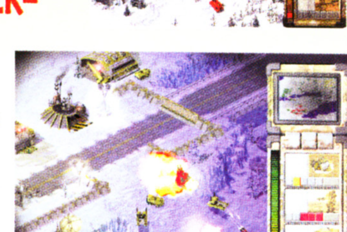



If he has no heart, how can Akuji love? We must know these things.

80% COMPLETE · PC CD ROM

STRATEGY | BY WESTWOOD | TBA RELEASE | 1-8 PLAYERS

COMMAND AND CONQUER-TIBERIAN SUN





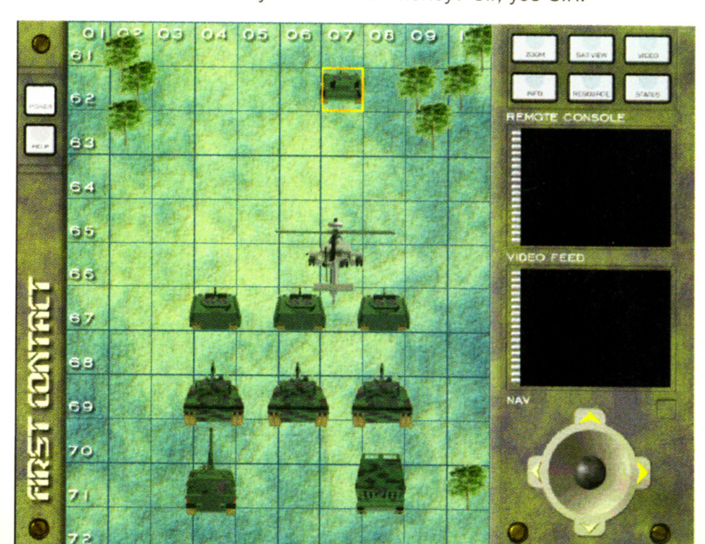
Coming soon from Virgin – the sequel to the game that launched a thousand clones. After the alternate-past setting of *C&C: Red Alert*, *Tiberian Sun* takes you a bit further into the future, when the Global Defense Initiative is taking on the terrorist Brotherhood of Nod. As before it's a case of collecting resources, building your forces then sending them out to conquer the enemy or defend installations. This time around your vehicles and troops are more high-tech, so you get stuff like airborne dropships, robot patrol drones, and the Devil's Tongue Flame Tank, which sounds nice. The updated setting is also reflected in missions which give you stuff like breaking into enemy installations, hacking their computers and stealing information. The other main gameplay upgrade is that now each unit can accumulate experience points with each battle, improving their speed, armour, weapons or special abilities. Also, the graphics engine now features dynamic lighting, so when you get sent on a night mission you can improve your chances by shooting out floodlights and attacking under cover of darkness. The campaign and network multiplayer modes are in as before, but Westwood has added a Skirmish mode which lets a solo player take on seven other CPU commanders over a network.

100% COMPLETE · PC CD ROM

SOLDIER SIM | BY ORCHARD | JULY RELEASE | 1 PLAYER

FIRST CONTACT

***First Contact* is about as close as you can get to real combat without actually getting down to the army recruiting office and signing up. It's been commissioned by the Ministry of Defence and will be available free from careers offices,** public libraries or through special offers in national newspapers. If you're thinking, 'Yeah, if it's free it's gonna be pants,' you can just shut your cake-'ole, you 'orrible little maaan! It's made up of five smart-looking subgames that combine realistic army strategy action and slickly presented info-bits. You start off in basic training, assembling SA80 rifles against the clock, then it's out into the jungle to learn survival techniques. The third game casts you as a Royal Engineer, rescuing civvies in an African earthquake zone. The fourth game gives you command of an infantry platoon and the final section sends you on a mission to rescue POWs using a battalion of Challenger tanks and Apache helicopters. Five games for the price of none - is that value for money? Sir, yes SIR!



Well it's not quite Battlezone, but *First Contact* introduces wannabe squaddies to real-life army tactics and situations.

FIELD OF DREAMS

(PLUS MUSIC AND GAMES)

When we were offered the chance to see the first UK edition of Sony's new musical-cum-DJ game *Fluid*, we jumped at the chance. The fact that it was at Creamfields was neither here nor there – honest!



Top tunes played under a blazing hot sun... the best way to kick start the Summ

After PaRappa the Rapper failed to stir PlayStation owners into becoming the next musical genius, Sony are hoping that *Fluid* will turn all music lovers into budding DJs.

The idea behind the game is very simple, but those that fancy their chances on the wheels of steel or are already hardened pros on the decks, will find *Fluid* a cool little alternative to vinyl and slipmats. In a nutshell, you start the game in control of a dolphin, which you must guide into different patterns of music located in an ocean called Silent Space. Once inside, you enter a cruise stage where the game learns new music beats and riffs. Then you head back to Silent Space and into the Groove Editor where you can then mix and juggle with the samples until your heart's content. It sounds weird, but it's immensely cool.

THEN WHAT?

You save your master mixes to your memory card and then return to the silent space arena. Then all you have to do is swim back into whichever pattern you've come from, and your music will be playing as the dolphin glides through relaxing underwater stages! Cool. This is also where you discover the new beats and samples, because the option appears as the dolphin is swimming to duck out into new sections with new music.

Paul Oakenfold plays without watching the screen. Cool.

GROOVE CITY

Once you're into the Groove Editor, this is where the game really opens up. You can change drum beats, cymbals, bass lines and even the BPM (that's Beats Per Minute, you philistines). The thing is, you're not just restricted to one particular style of music. The longer you play, the more variations appear. Anything from big beat stuff, to dodgy, tinny drum 'n' bass can be fiddled with, providing you've guided the dolphin through that world.

CREAM OF THE CROP

And finally Creamfields. A 17-hour dance spectacular in a field in Winchester. The cream (no pun intended) of British and European DJs were playing to packed-out tents. Roni Size, Fatboy Slim, Run DMC, Chemical Brothers, Daft Punk, Pete Tong and Judge Jules were just some of the names worth mentioning, so needless to say, it absolutely rocked. If you have the chance to go next year, take it. Things like Creamfields don't happen very often.

Steve and Tom take a break from the sun.

Norman Jay mixe little TV with mus

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